



"You Forgot Your Floaties"

1025-197

Final Board

Date 09/05/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/05/14
- ☒ Final Board

Adventure Time Created by
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Storyboard by
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Animation Studio
SAEROM

SEP 18 2014

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ADVENTURE TIME



Page 1

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

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Production:

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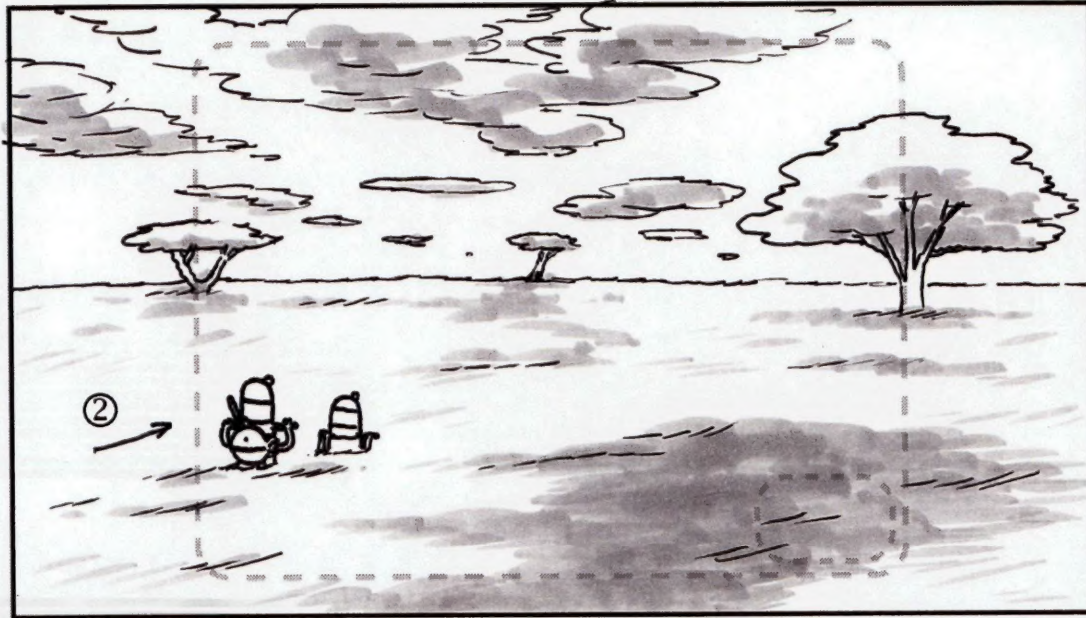
Page 2

Sc. 01

Pnl. A

Bg.

day night

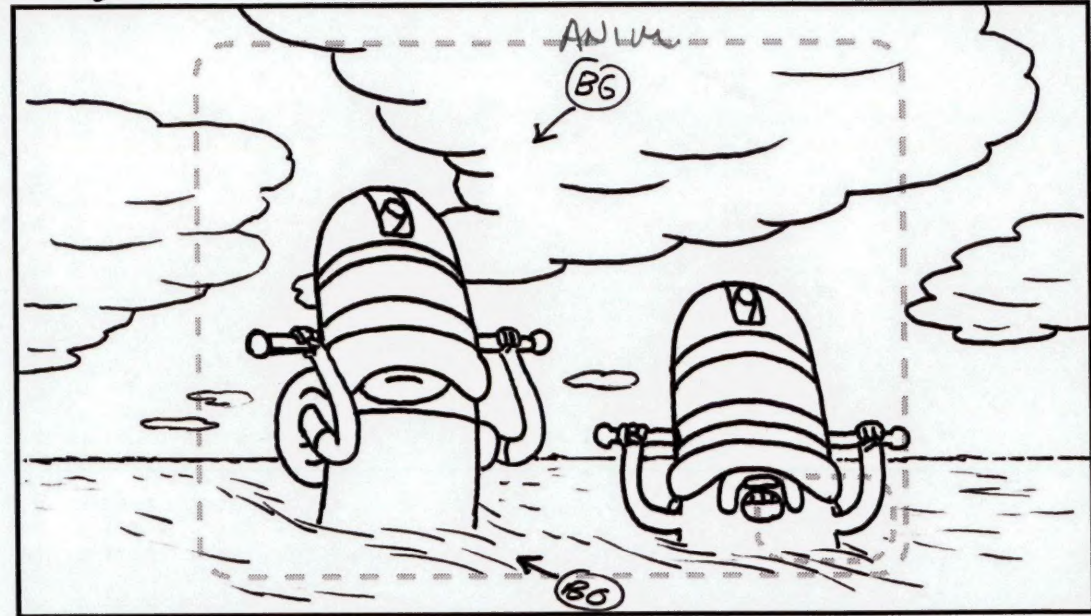


Sc. 02

Pnl. A

Bg.

day night



Dialog:

Finn/ There goes!
There goes!

Jake/ You peep it bro?

Action:

F+J running through tall grass

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Timing:

①



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Production:

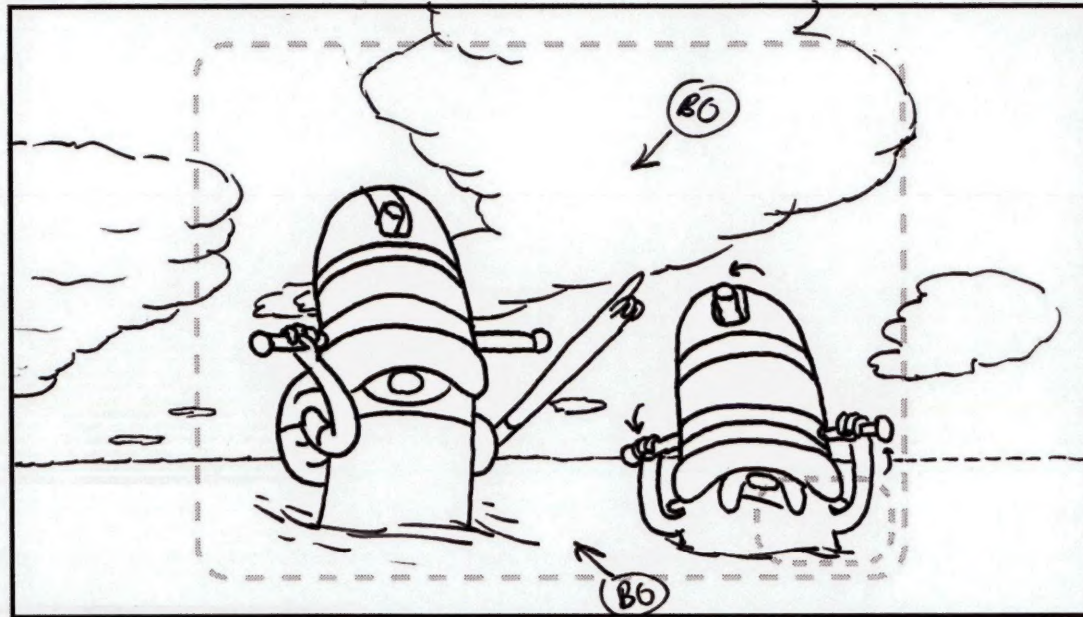
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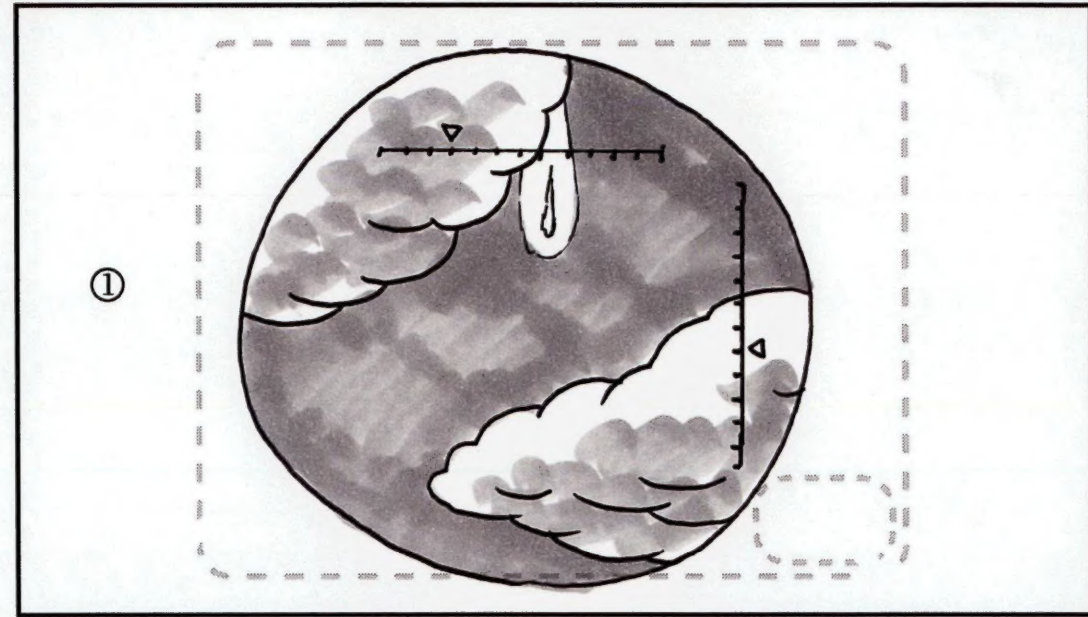


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Sc. 02 CONT Pnl. B Bg. day night



Sc. 03 Pnl. A Bg. day night

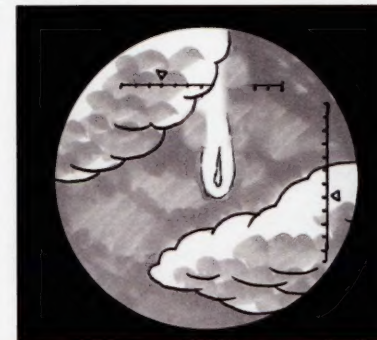


Dialog: Finn / Yonder goes! Finn / Glob's helmet comin' in fast!

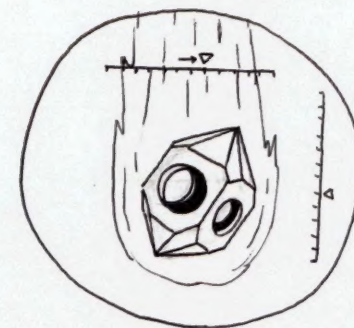
Action:

Timing:

②



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③

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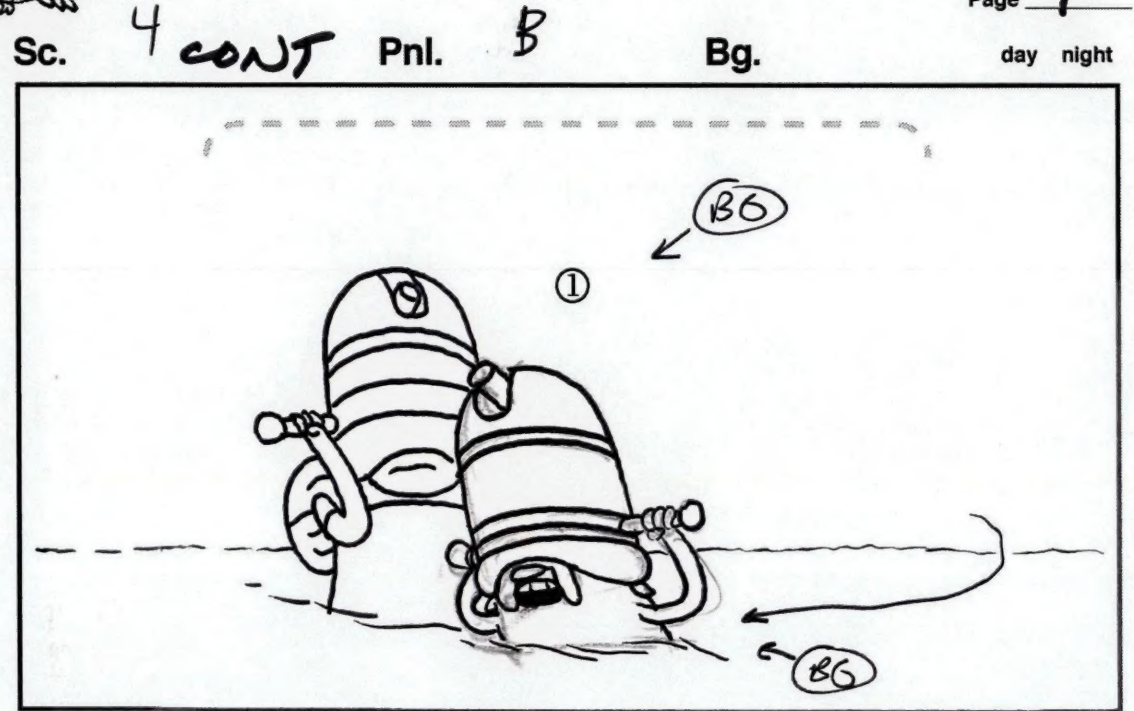
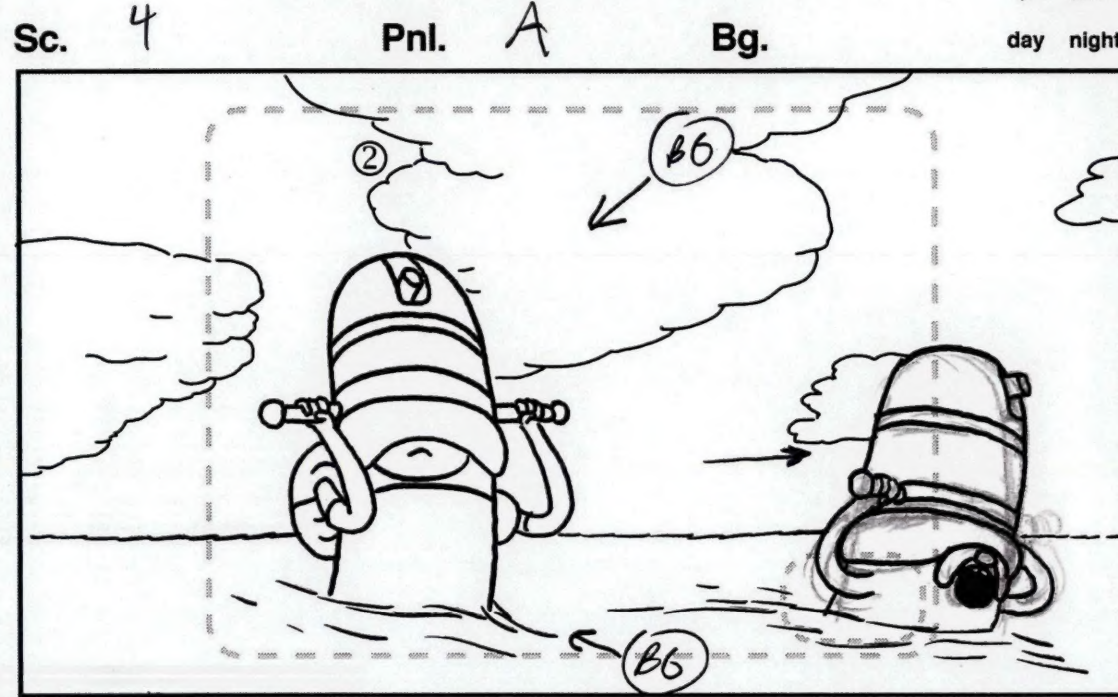
Production:

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day night

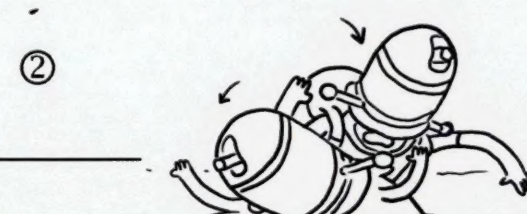
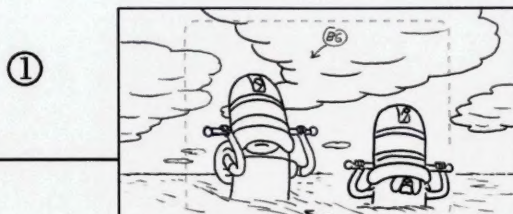


Dialog: Jake yo I'm zoomed in too far

J/ it's makin' me sick

Action: - JAKE SWERVES BACK AND FORTH

Timing:



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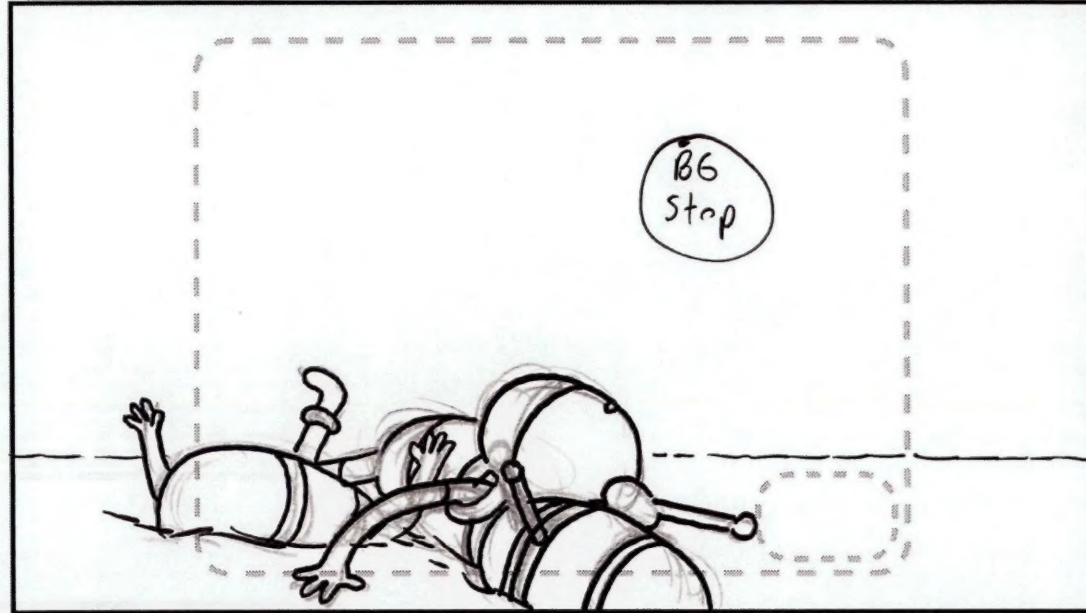
Page 5

Sc. 04 *CONT*

Pnl. *C*

Bg.

day night

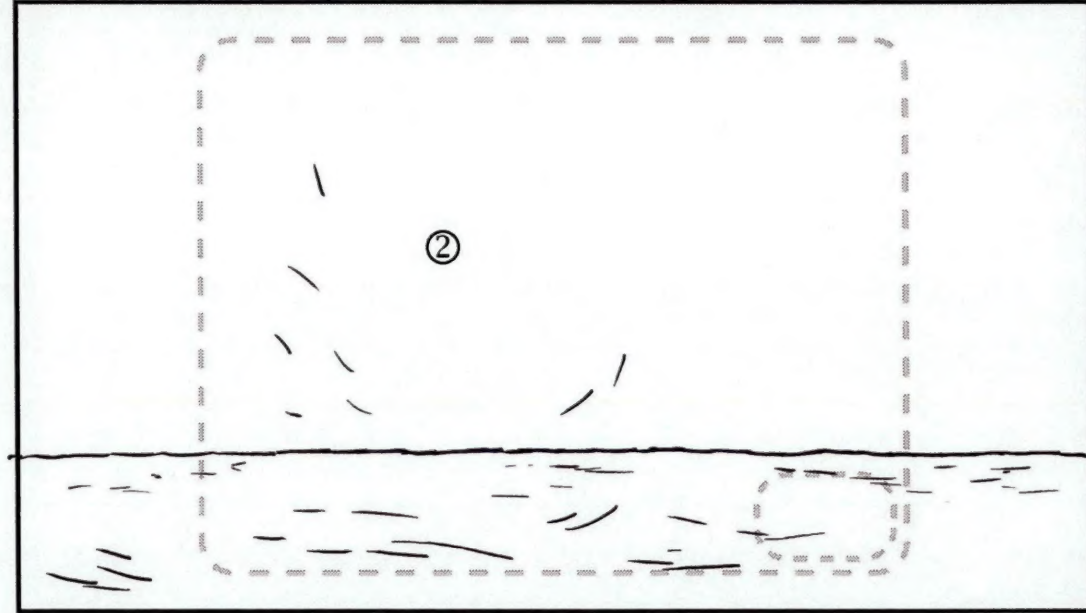


Sc. 04 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

F+J / WULPH! :

Action:

*-finn trips over Jake
- they fall into grass*

Timing:



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Sc. 04 *CONT*

Pnl. *E*

Bg.

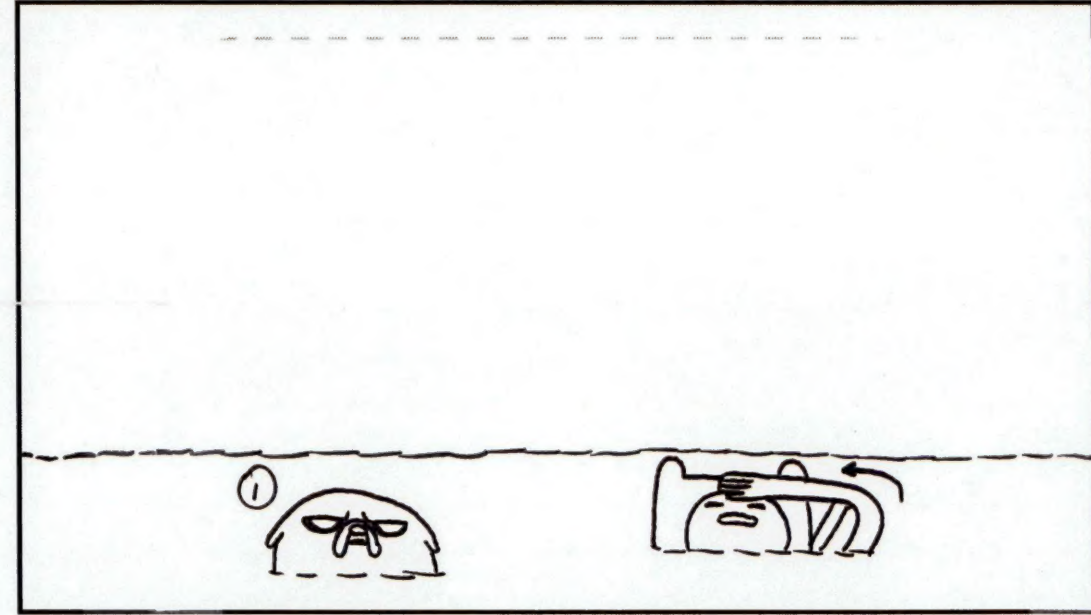
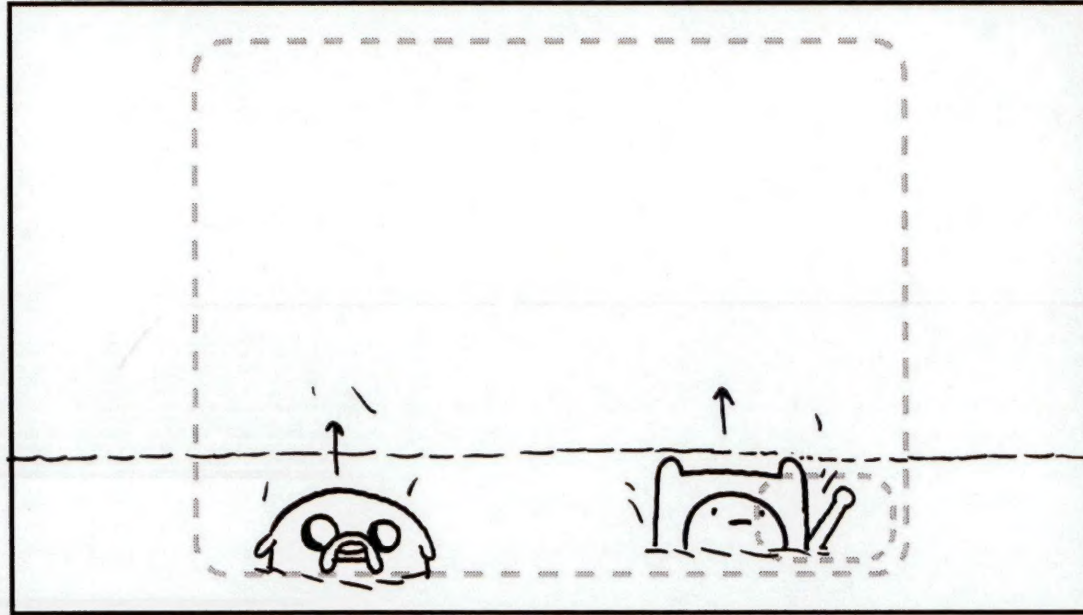
day night

Sc. 04 *CONT*

Pnl. *F*

Bg.

day night



Dialog:

Finn/① see it?
② Jake/:-Burp:-

Action:

-F+J pop out of grass

Timing:



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Sc. 05

Pnl. A

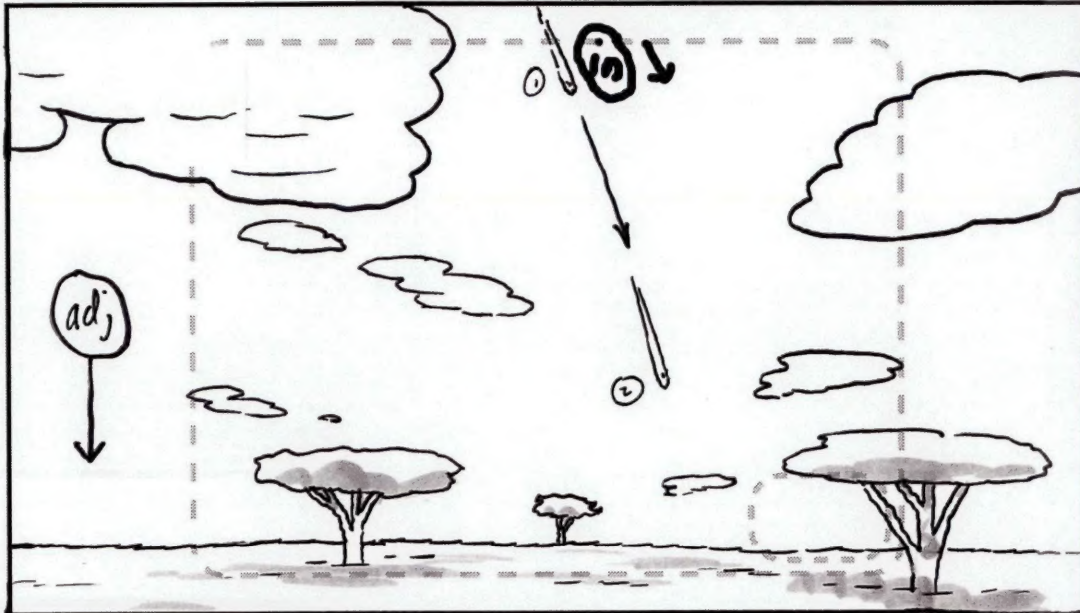
Bg.

day night

Sc. 05 *CONT* Pnl. B

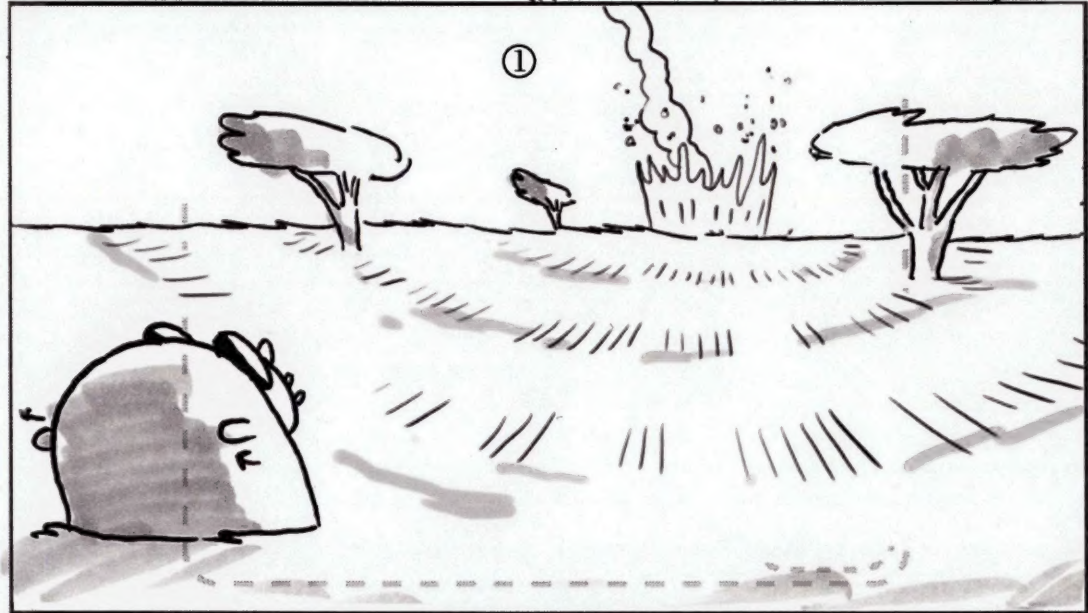
Bg.

day night



Jake/ see's it!

- ADJ. W/ HELMET



SFX/ BOOM!

Jake/ woah!

grass ripples from explosion

Jakes ears flap back

SEP 18 2014

Timing:



②



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Production:

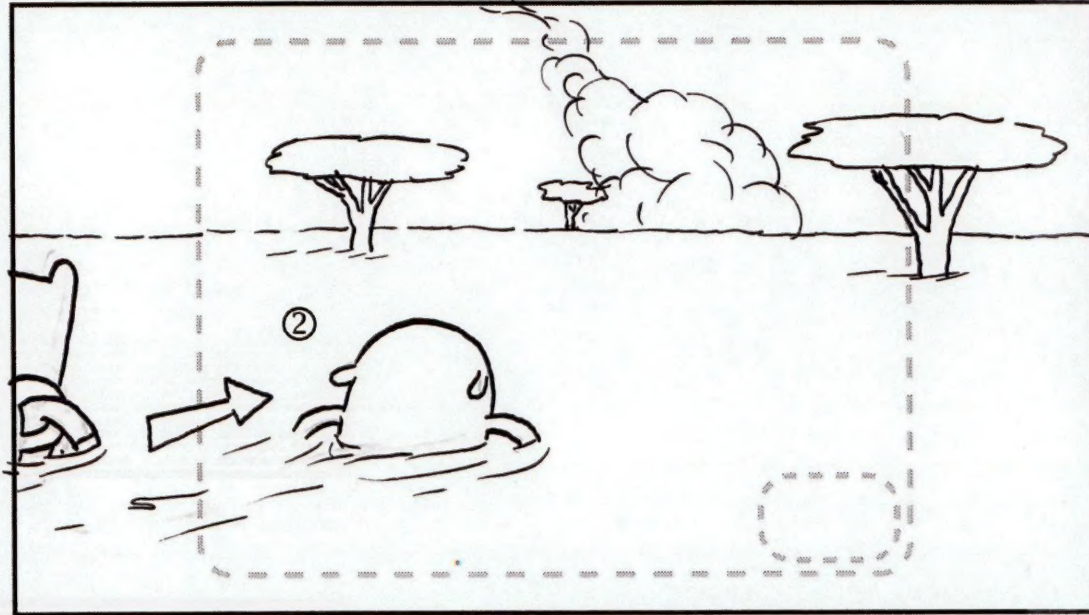
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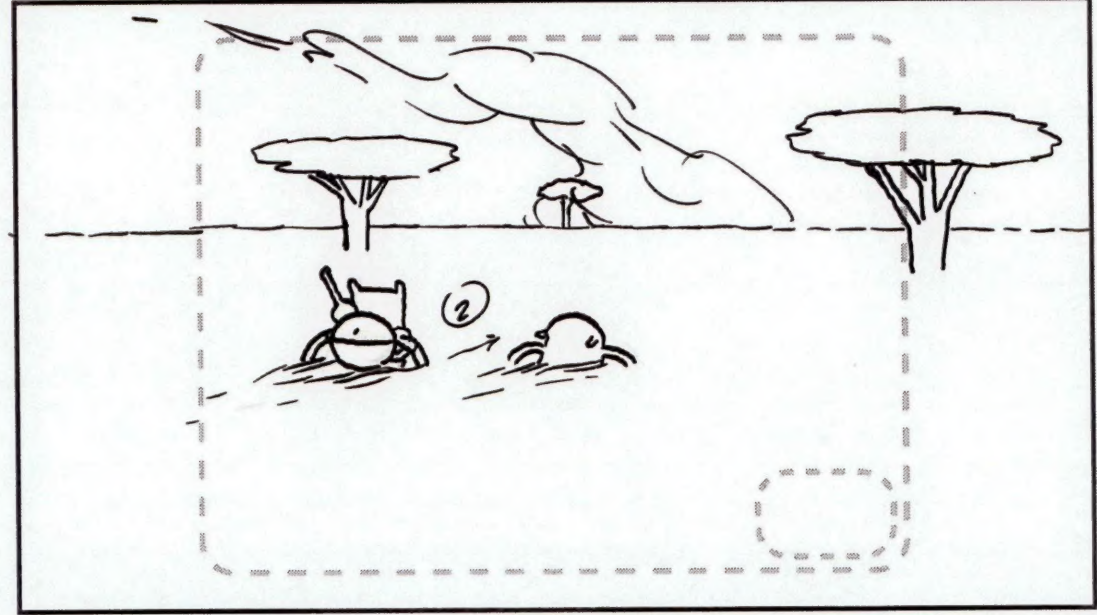


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Sc. **05 CONT** Pnl. **C** Bg. day night



Sc. **5 CONT** Pnl. **D** Bg. day night



Dialog:

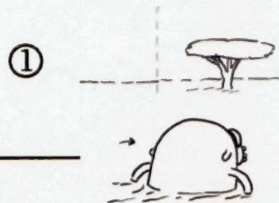
Jake/ ① Good thing it sprinkled ② this morning, right?

Action:

- F + J RUN FORWARD THROUGH TALL GRASS.
- SMOKE RISES FROM IMPACT POINT.

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Timing:



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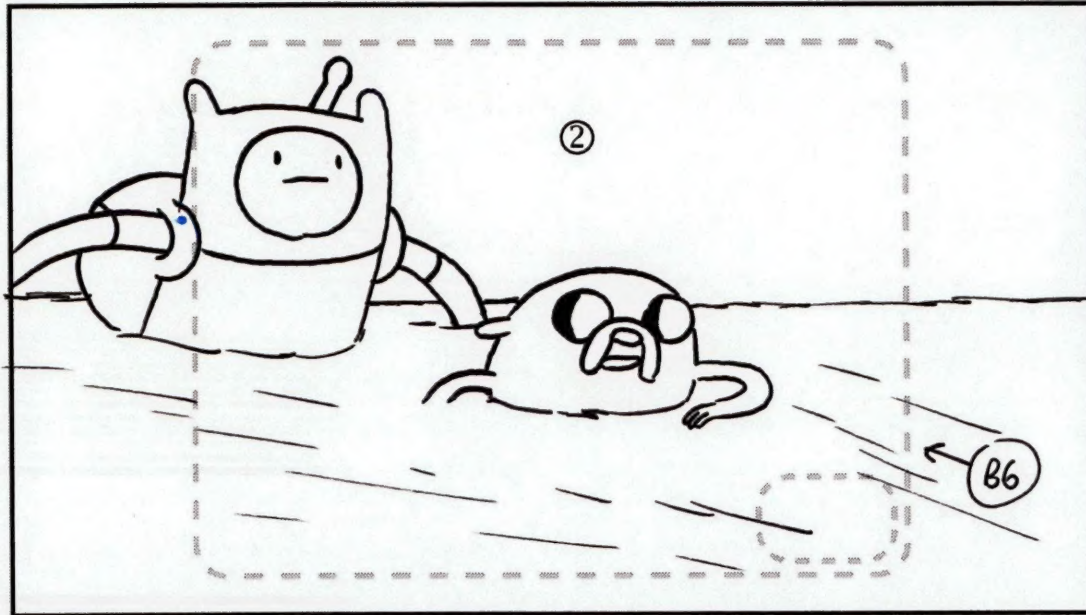
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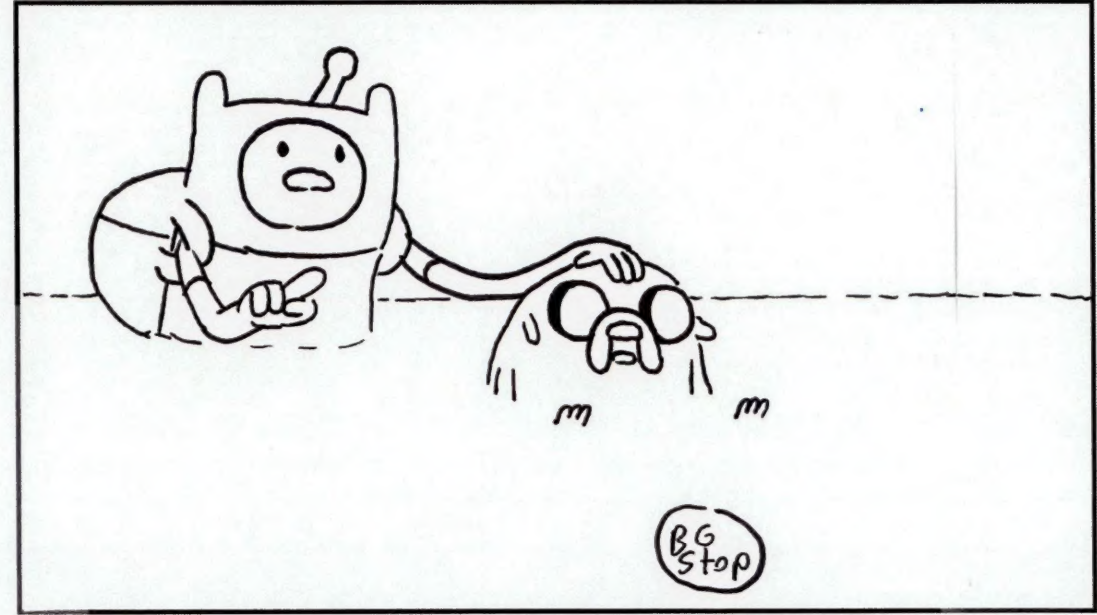


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Sc. 6 Pnl. A Bg. day night



Sc. 6 CONT Pnl. B Bg. day night



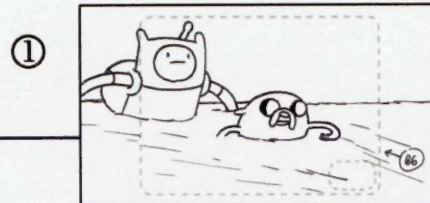
Dialog: Jake/ This tall wet grass feels good on my legs.

Finn/ Huhwha who's that?

Action: - F. STOPS JAKE AND POINTS

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Timing:



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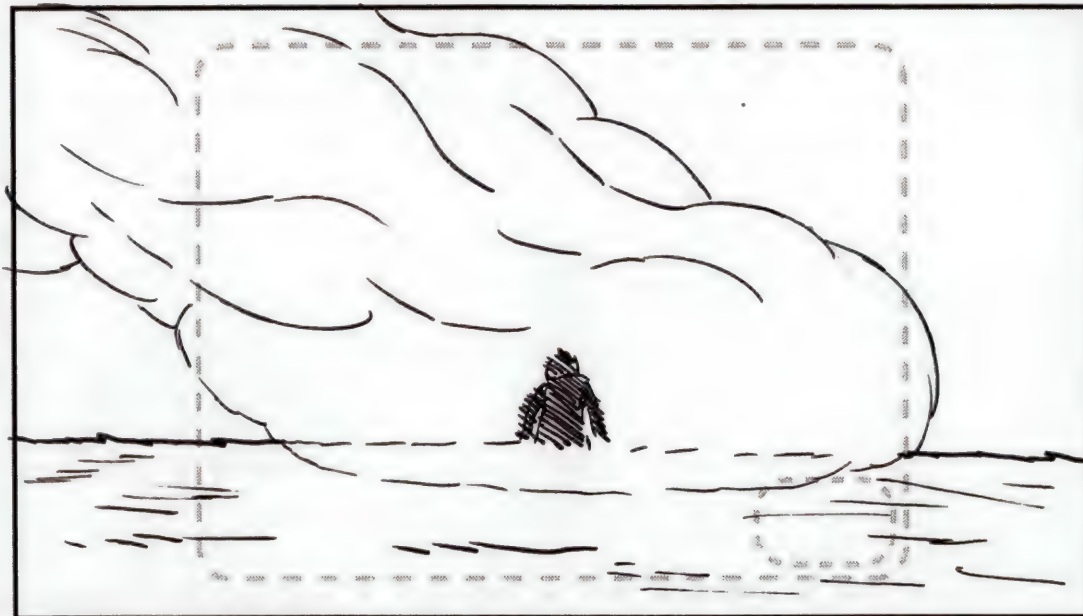
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Sc. **07**

Pnl. **A**

Bg.

day night

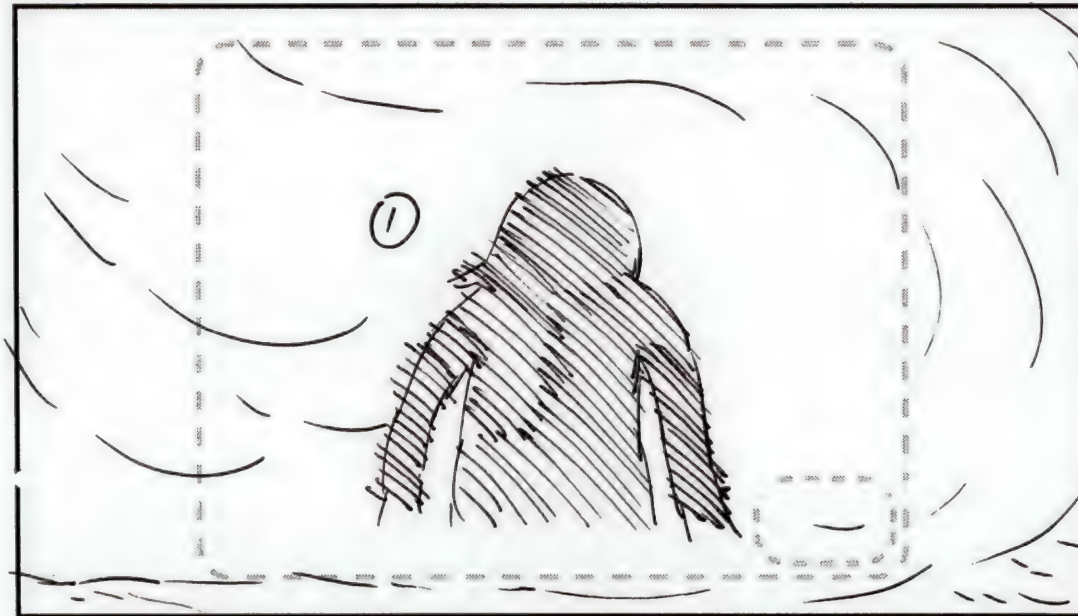


Sc. **08**

Pnl. **A**

Bg.

day night

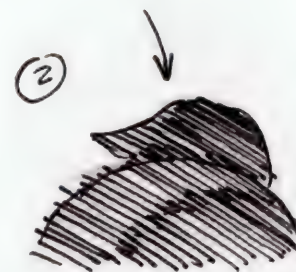


Dialog: Jake / I dunno!
(015)

Jake / ⁽⁰¹⁵⁾ looks like we --

Action: - SILHOUETTED FIGURE VISIBLE
THROUGH SMOKE.

(figure bends down
into the grass)



Timing:

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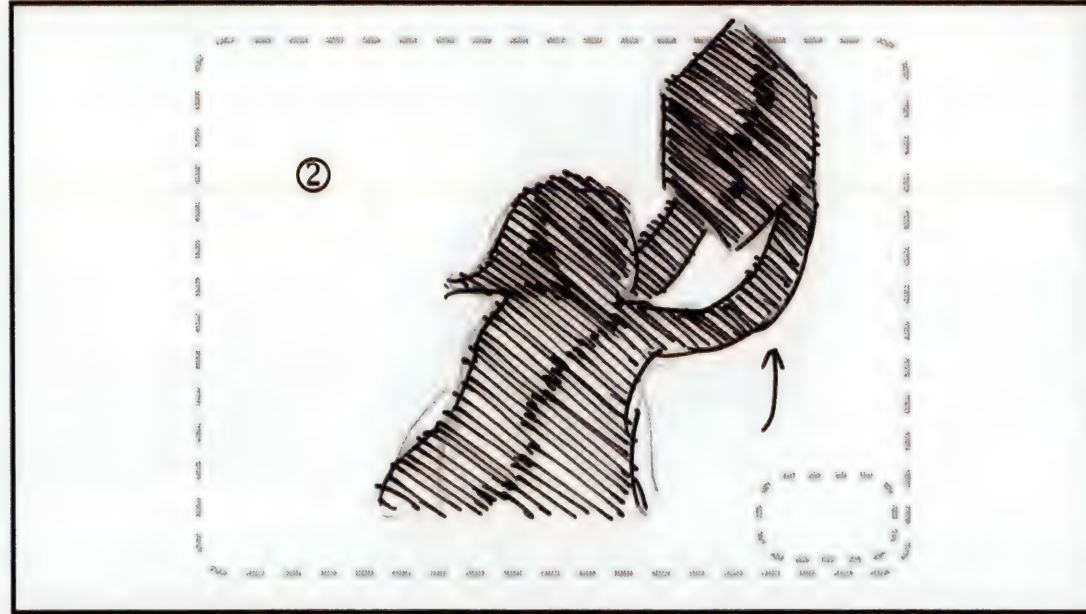
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Sc. 08 *cont*

Pnl. *B*

Bg.

day night

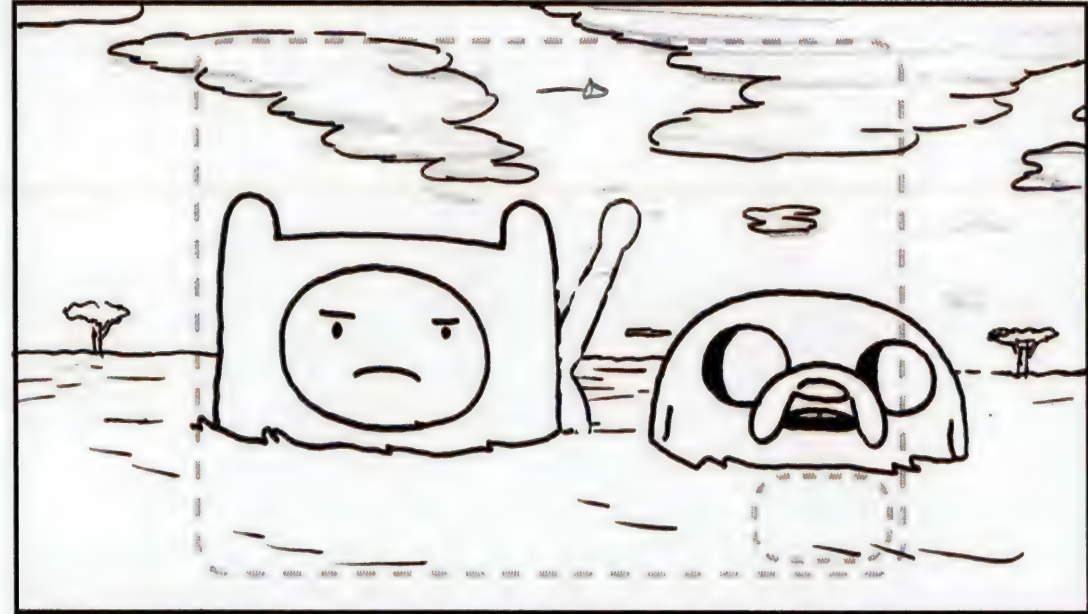


Sc. 09

Pnl. *A*

Bg.

day night



Dialog:

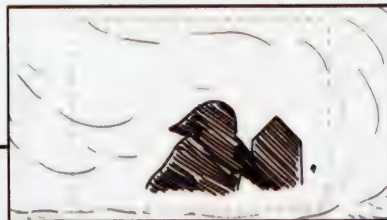
J / (cont) - shoulda skipped brunch!

Jake / early bird got the worm.

Action:

Timing:

①



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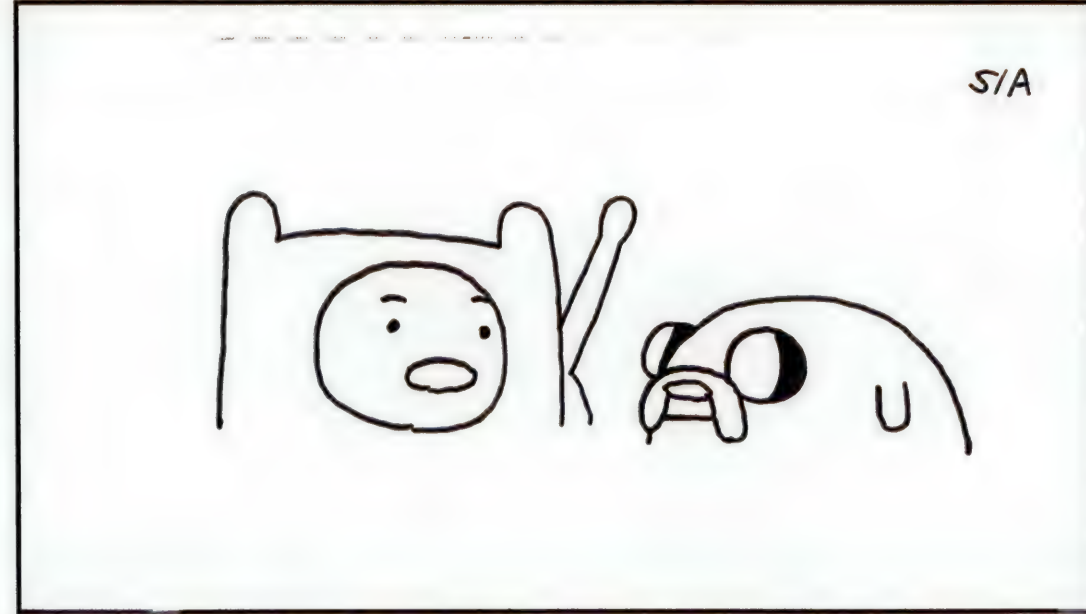
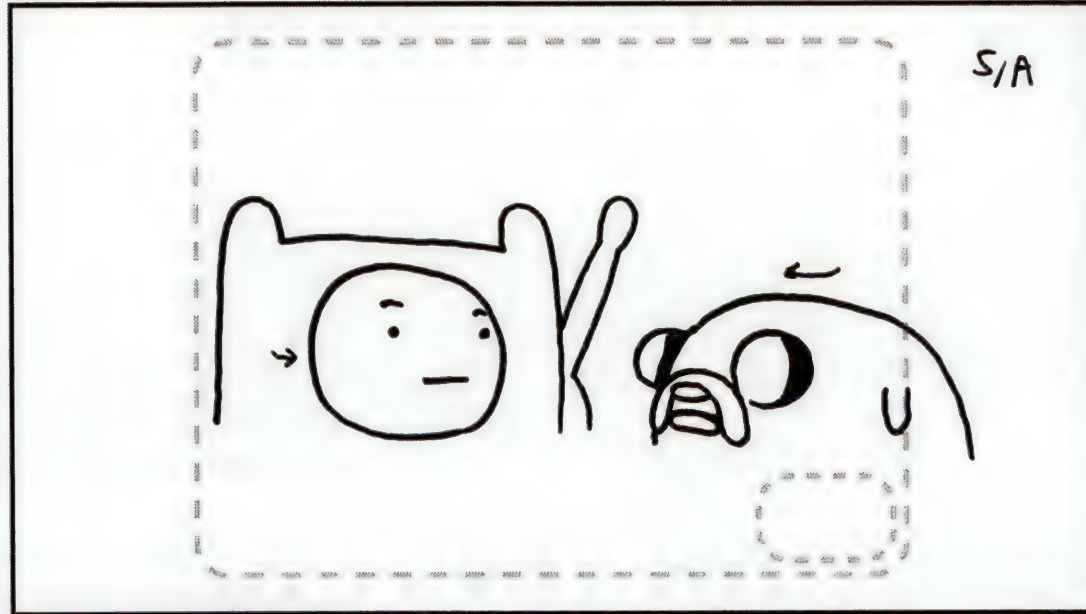
Page **12**

Sc. **09 CONT** Pnl. **B** Bg.

day night

Sc. **09 CONT** Pnl. **C** Bg.

day night



Dialog:

Jake / and then the worm is his brunch.

Finn! Our brunch was sick.

Action:

Timing:

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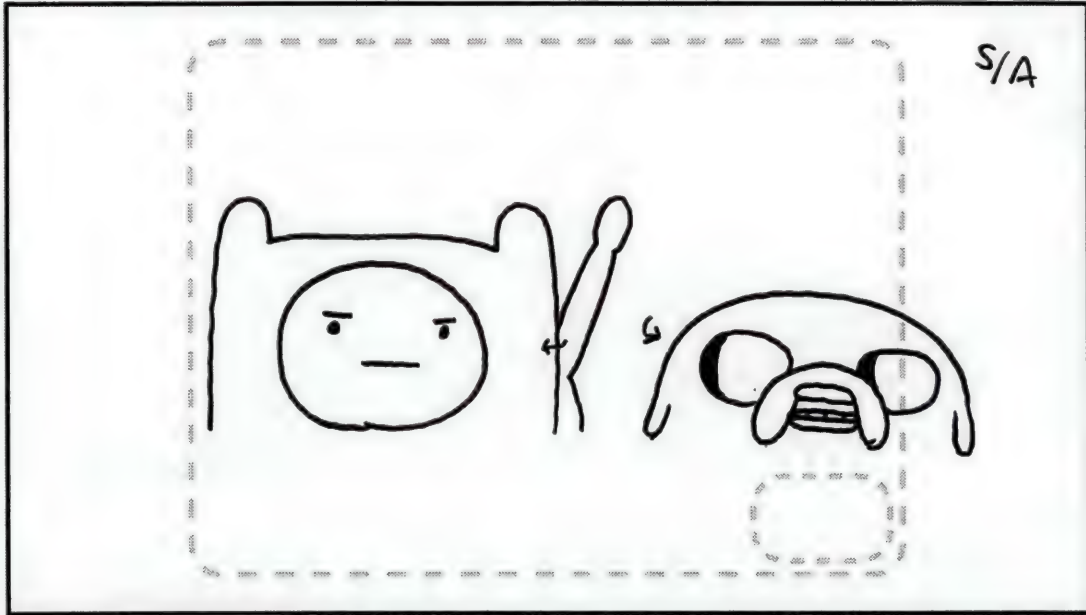
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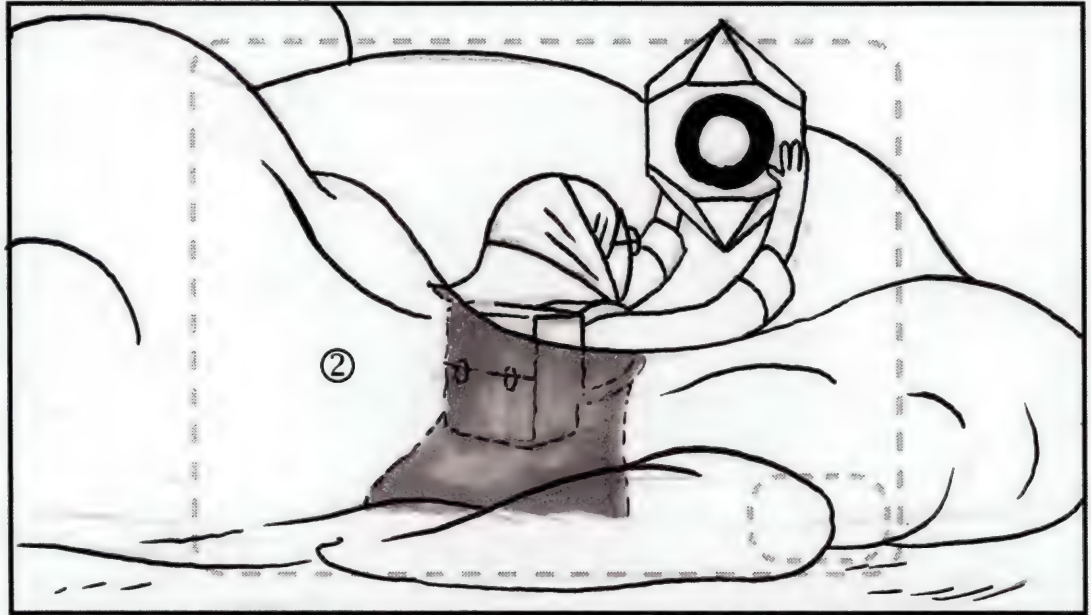


Page **13**

Sc. **09 cont** Pnl. **D** Bg. day night



Sc. **10** Pnl. **A** Bg. day night



Dialog: J/ Right. And now we got the
calorie fuel --

Jake (cont) / To jump this fool.

Action:

- BETTY HOLDS GLOB'S HELMET

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Timing:

①



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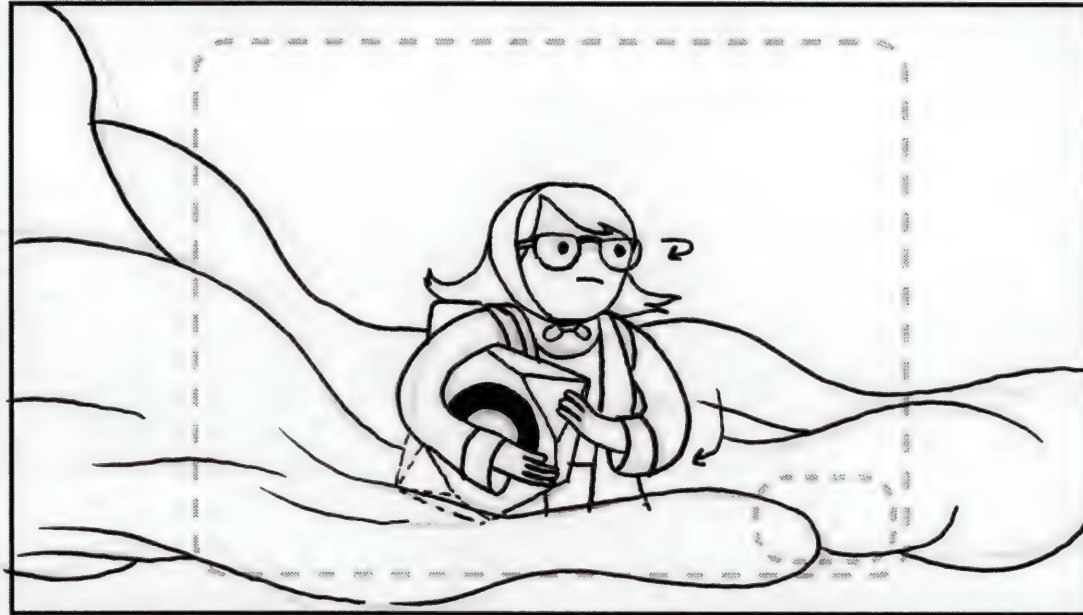
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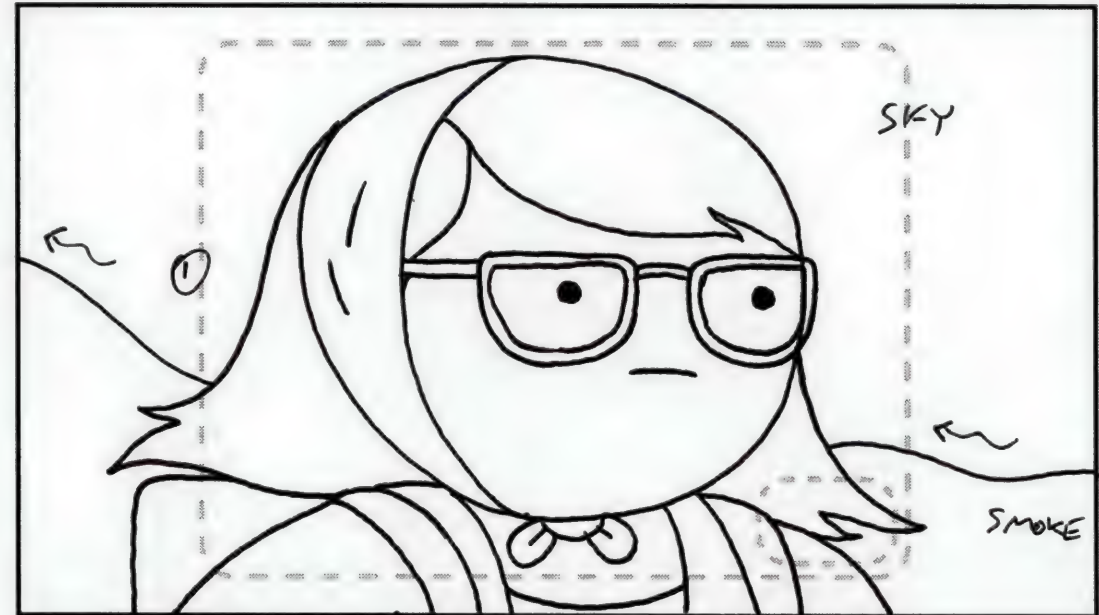


Page **14**

Sc. **10 CONT** Pnl. **B** Bg. day night



Sc. **11** Pnl. **A** Bg. day night



Dialog: Finn/(OS) OH MY TRUTH dude -

Action: -BETTY TURNS AND PUTS
HELMET UNDER ARM.

Timing:

Finn/(OS) is that Betty?



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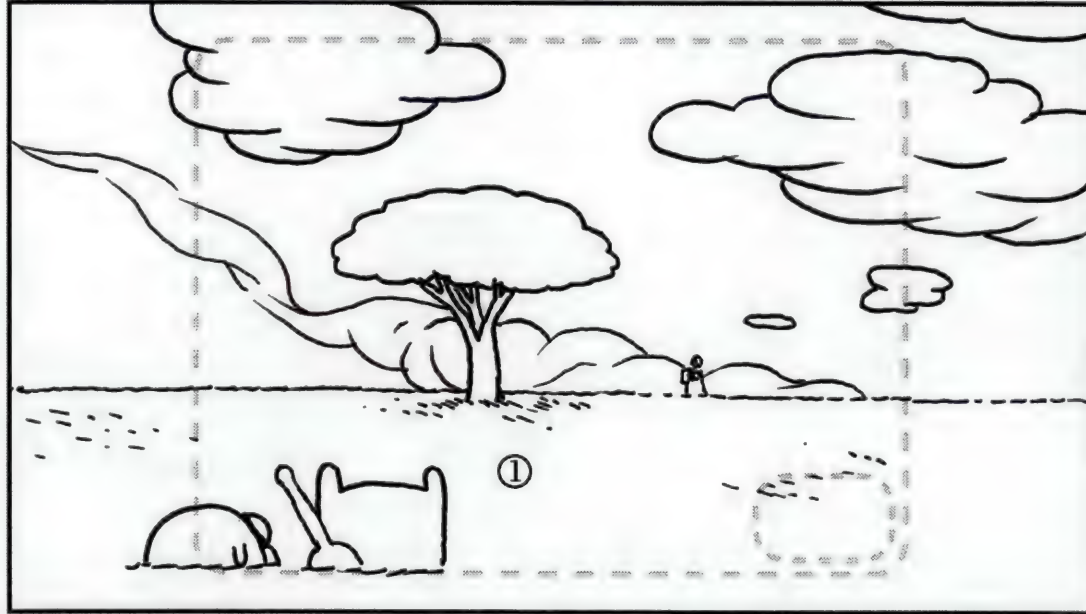
Page **15**
day night

Sc. 12

Pnl. A

Bg.

day night

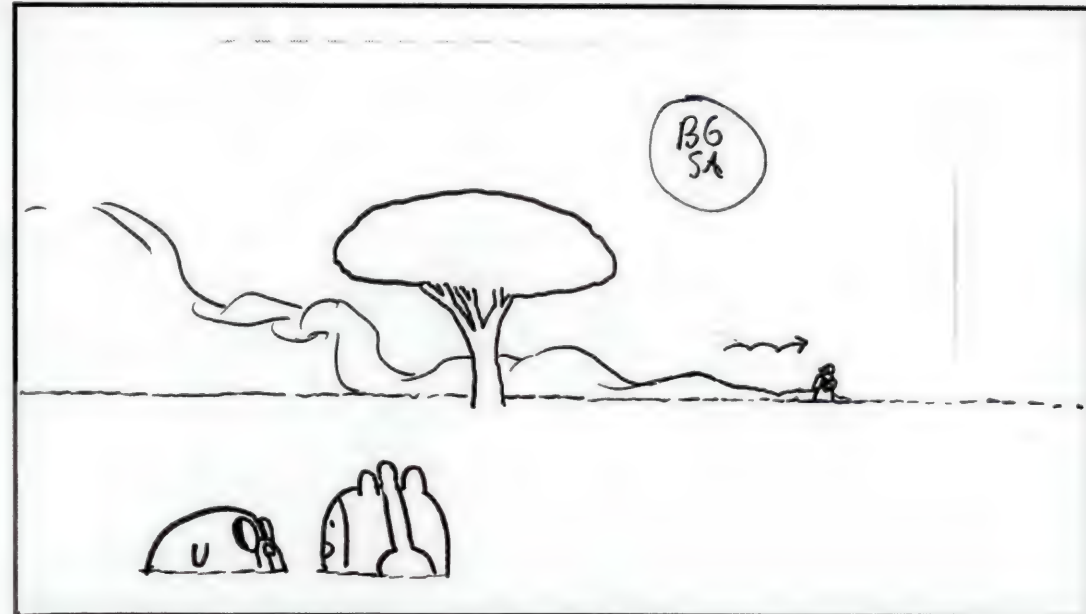


Sc. 12 **CONT**

Pnl. B

Bg.

day night



Dialog:

Jack/ Betty's dead.

Finn/ dissappeared doesn't always mean 'dead'

Action:

- BETTY WALKS RIGHT

Timing:



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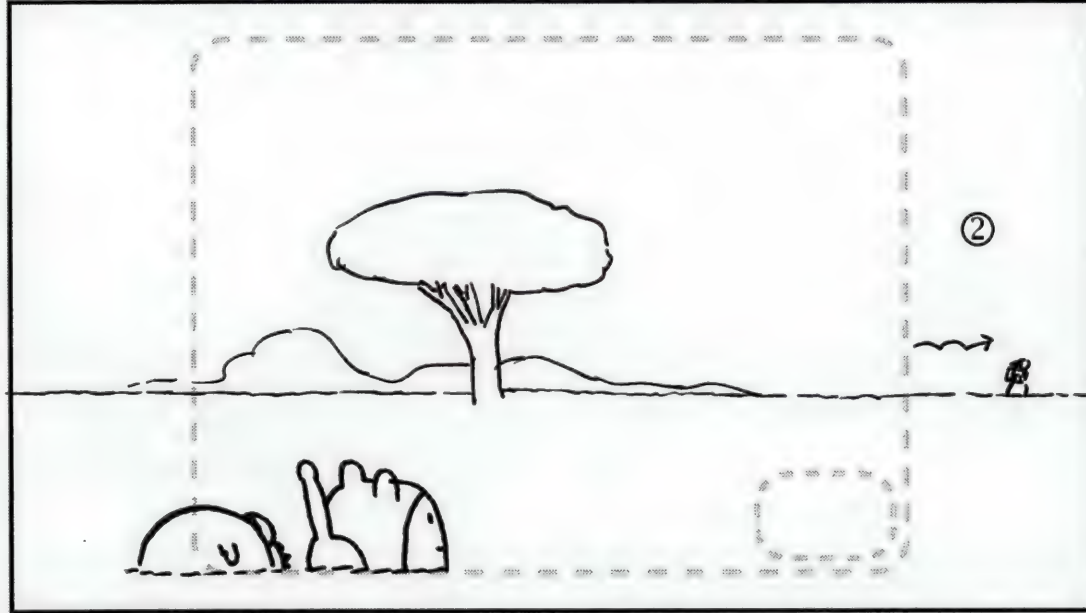


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Sc. **12 cont** Pnl. **C**

Bg.

day night

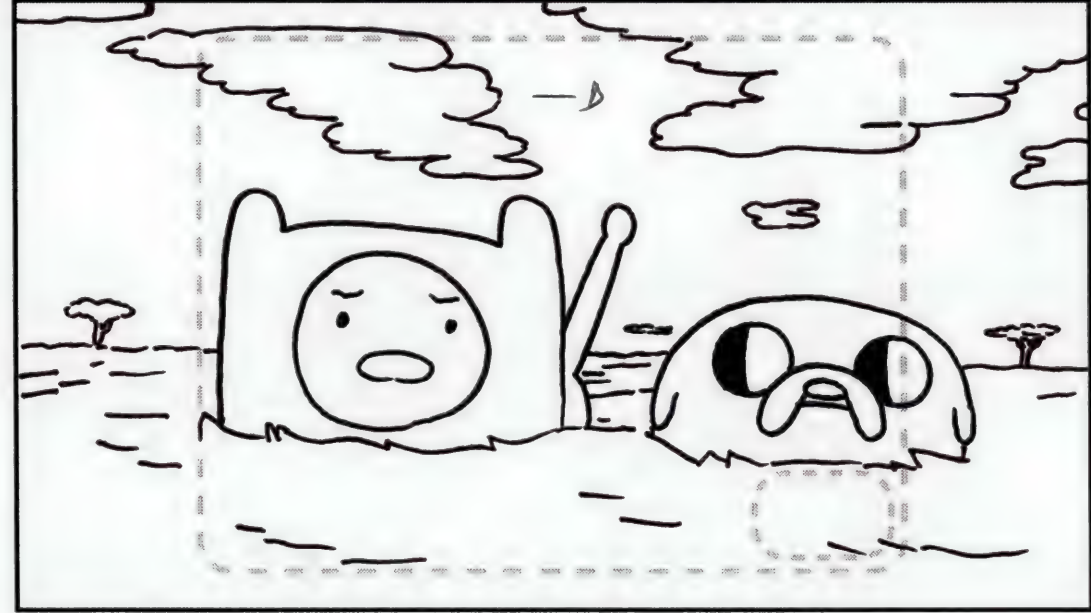


Sc. **13**

Pnl. **A**

Bg.

day night



Dialog: Jake/ You're right she looks alive.

Finn/ Alive and off the grid.

Action:

Timing:

①



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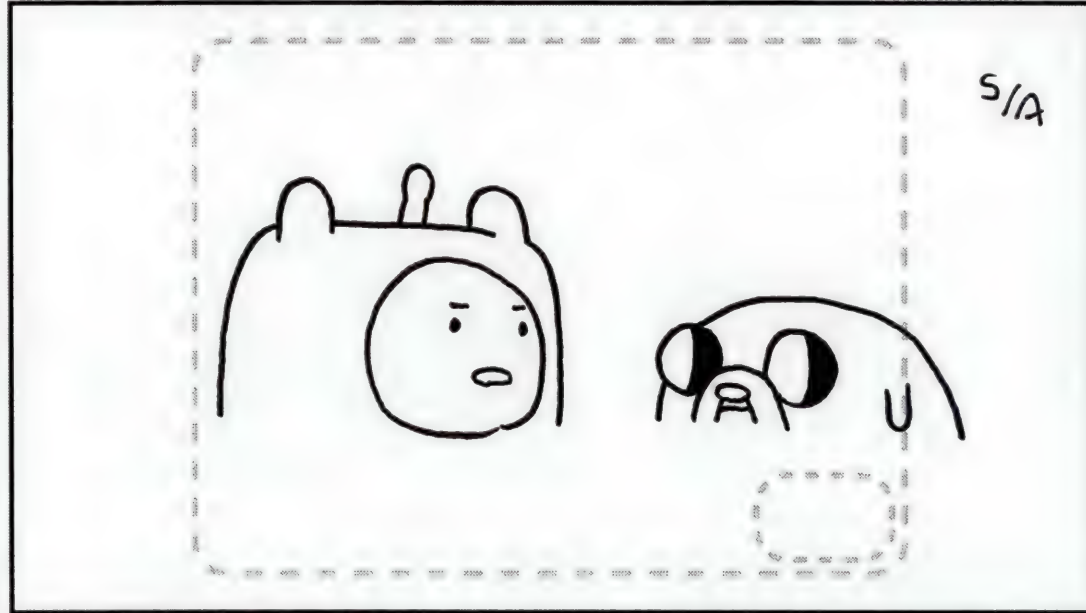
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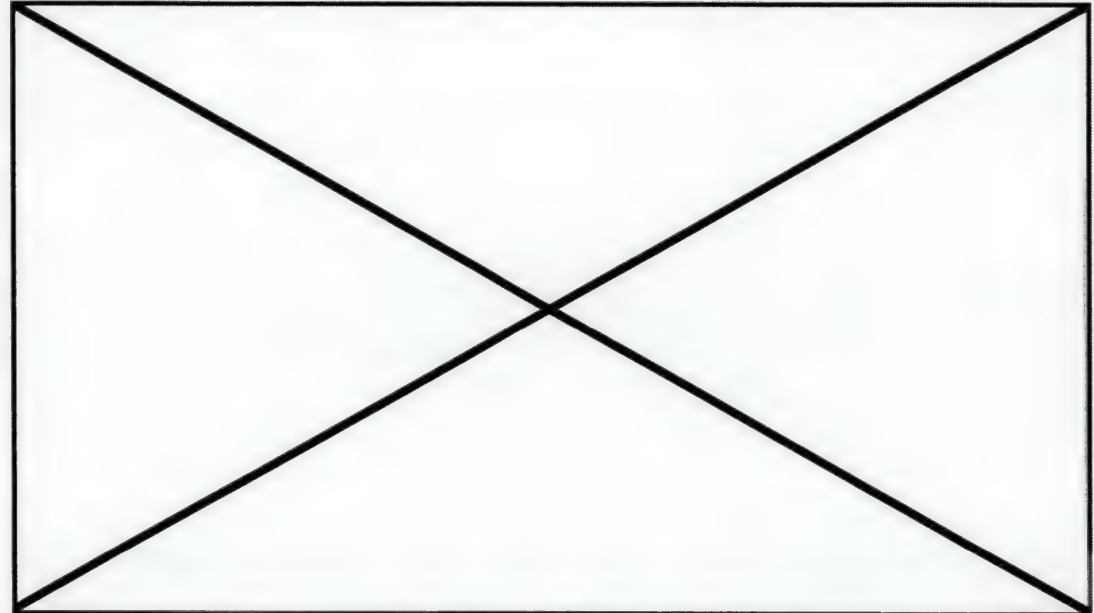


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Sc. **13 CONT** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog: Finn Snatching up Glob remnants

Action:

Timing:

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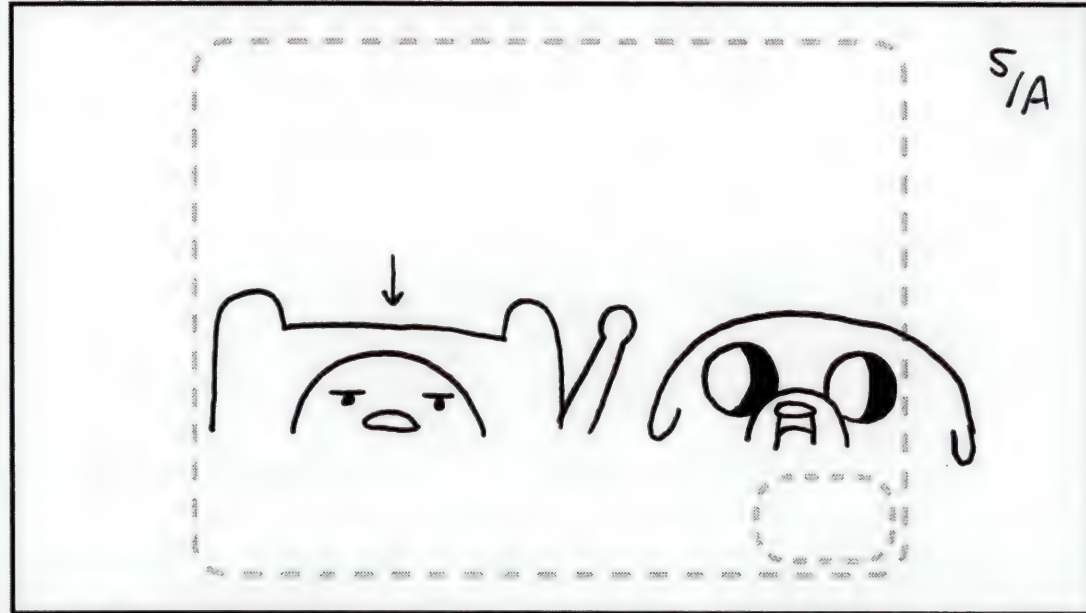
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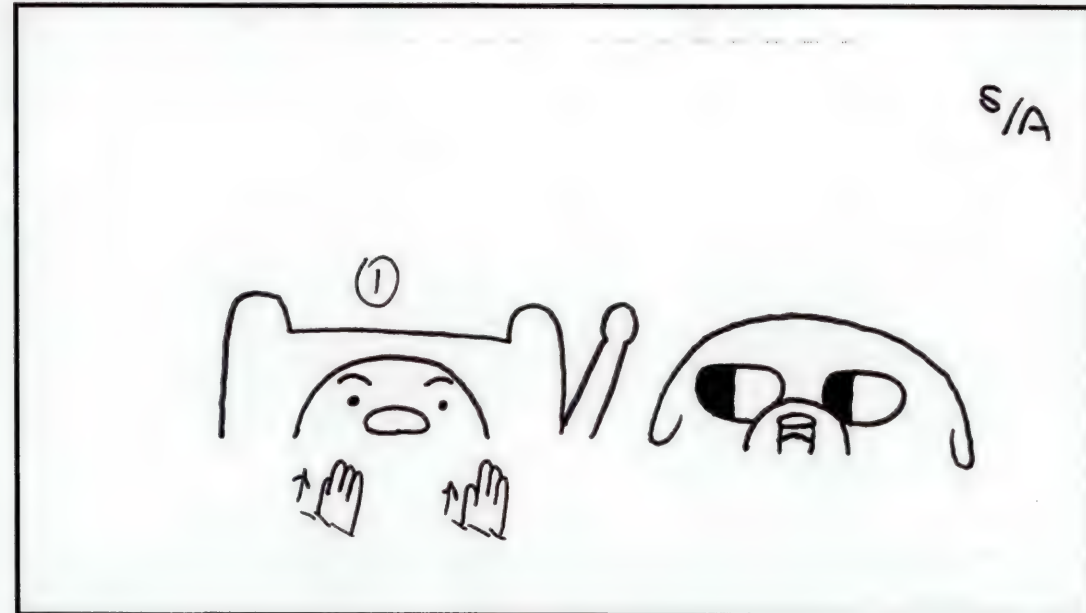


Page **18**

Sc. **13 cont** Pnl. **C** Bg. day night



Sc. **13 cont** Pnl. **D** Bg. day night

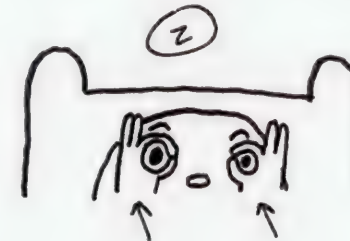


Dialog: F/ Hmm I got a weird feeling in my fat basket.

Action: -F. CROUCHES

Timing:

Finn/ ① like, what does she want with Gloss helmet?
② (and why's she got new glasses on?)



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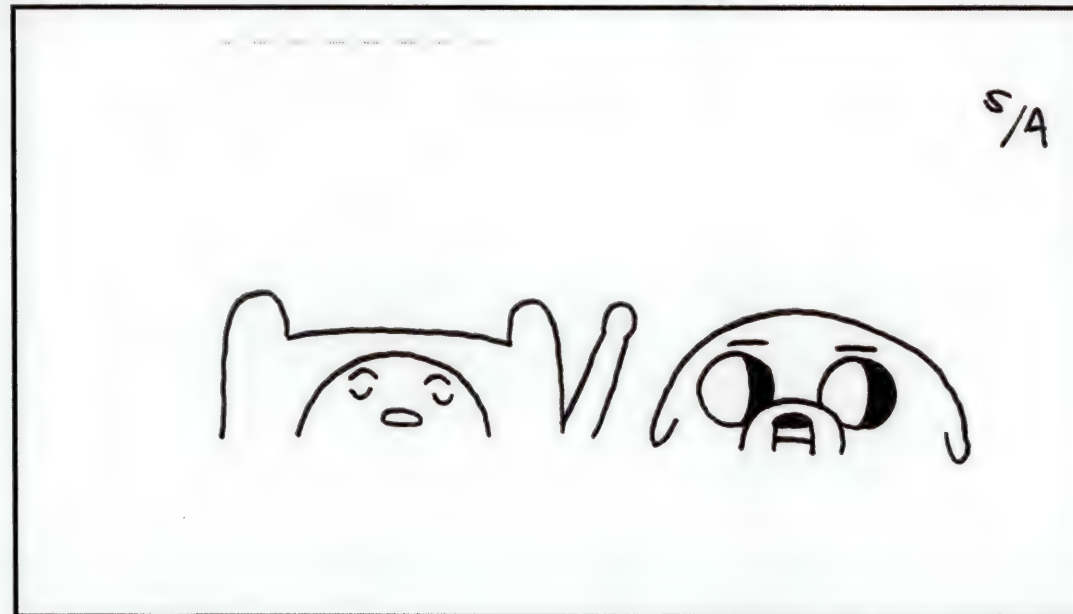
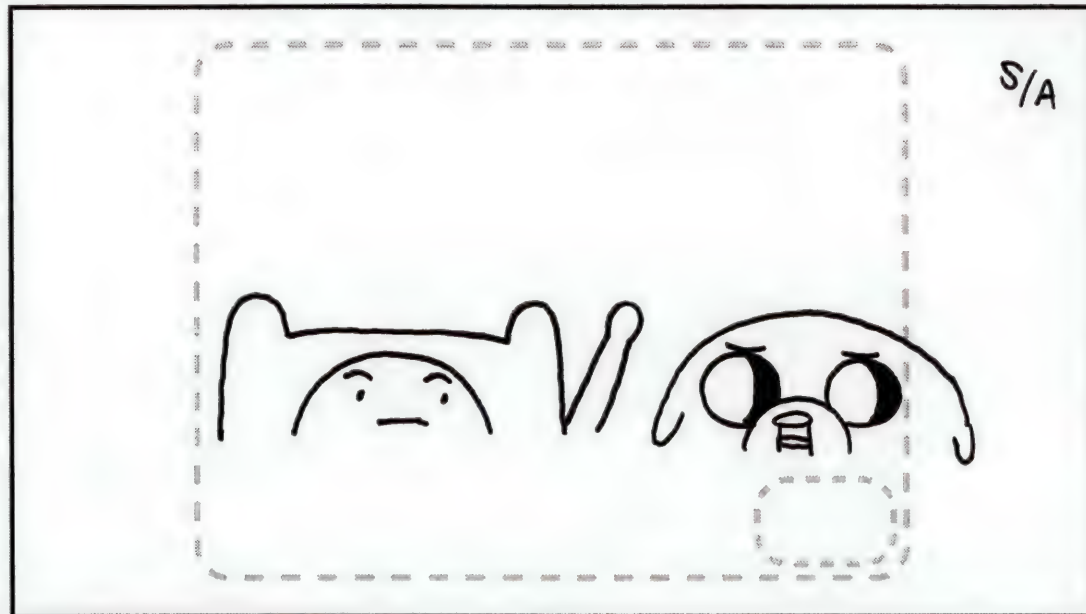
Page 19
day night

Sc. 13 CONT Pnl. E Bg.

day night

Sc. 13 CONT Pnl. F Bg.

day night



Dialog: Jake / What do WE want with
Glob's helmet?

Finn / Dude, we're hoarders.

Action:

Timing:

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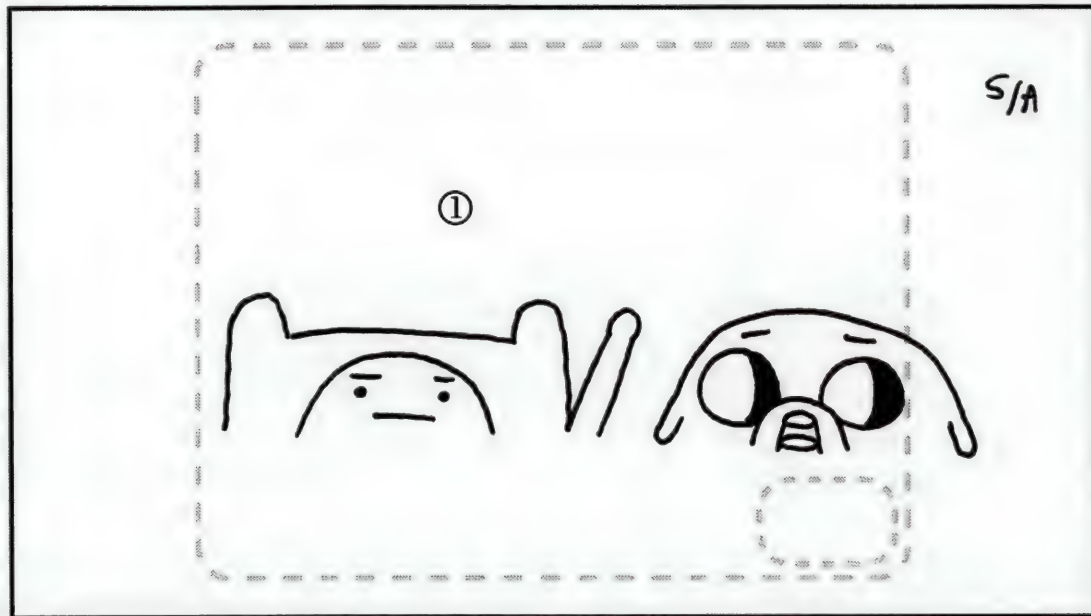
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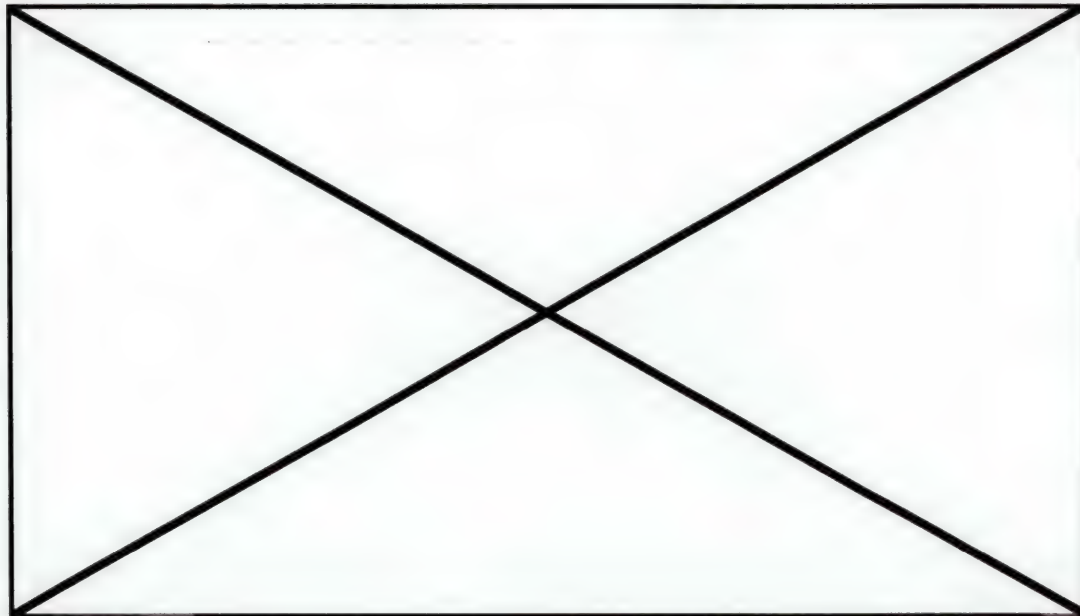


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Sc. **13 CONT** Pnl. **G** Bg. day night



Sc. Pnl. Bg. day night



Dialog: Jake is that what we are?

Action:

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Timing: ② ③



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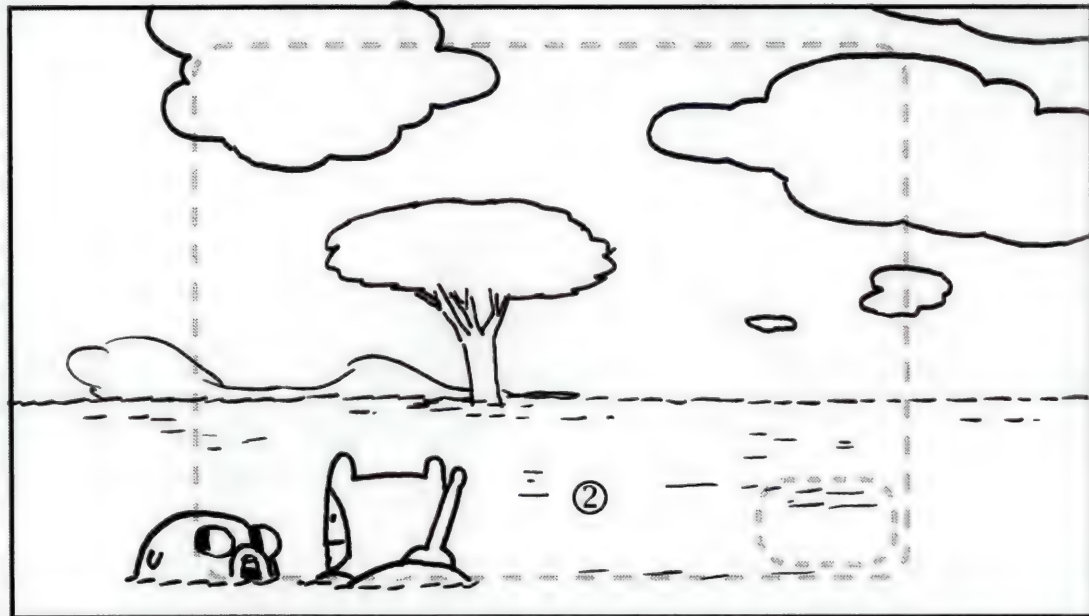
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Sc. 14

Pnl. A

Bg.

day night

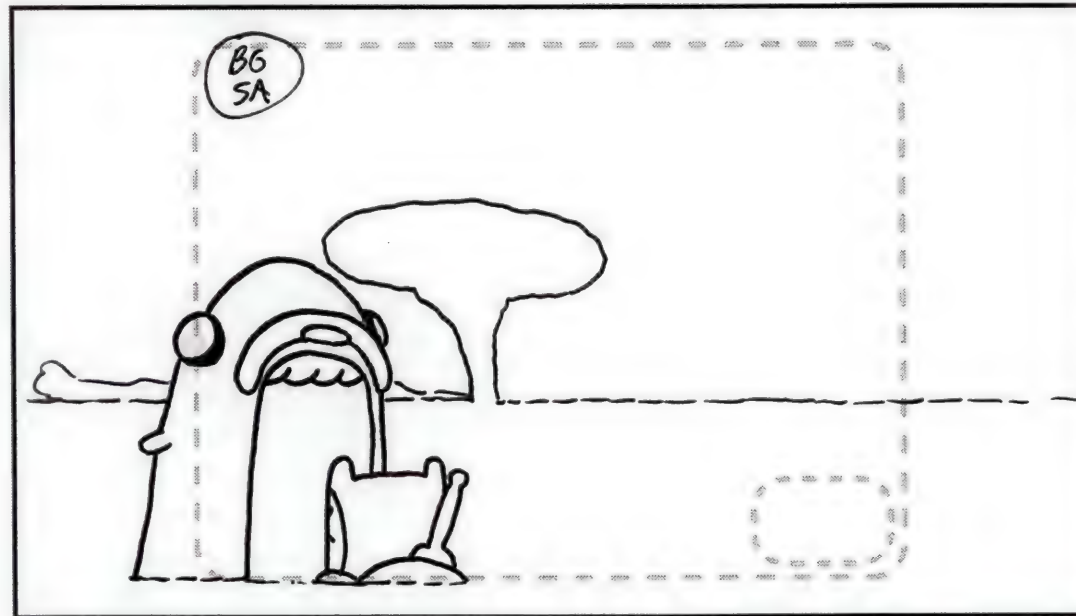


Sc. 14 CONT

Pnl. B

Bg.

day night



Dialog: Jake/ok stealth mode.

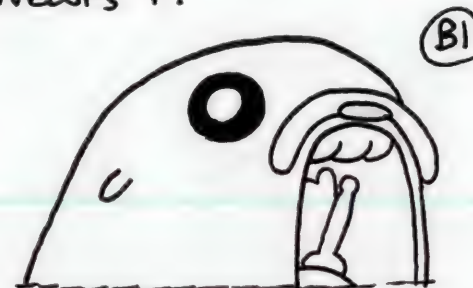
Jake / GULP :

Action:

-JAKE ENVELOPS F.

Timing:

①



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(B2)



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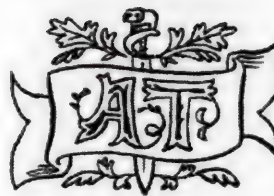
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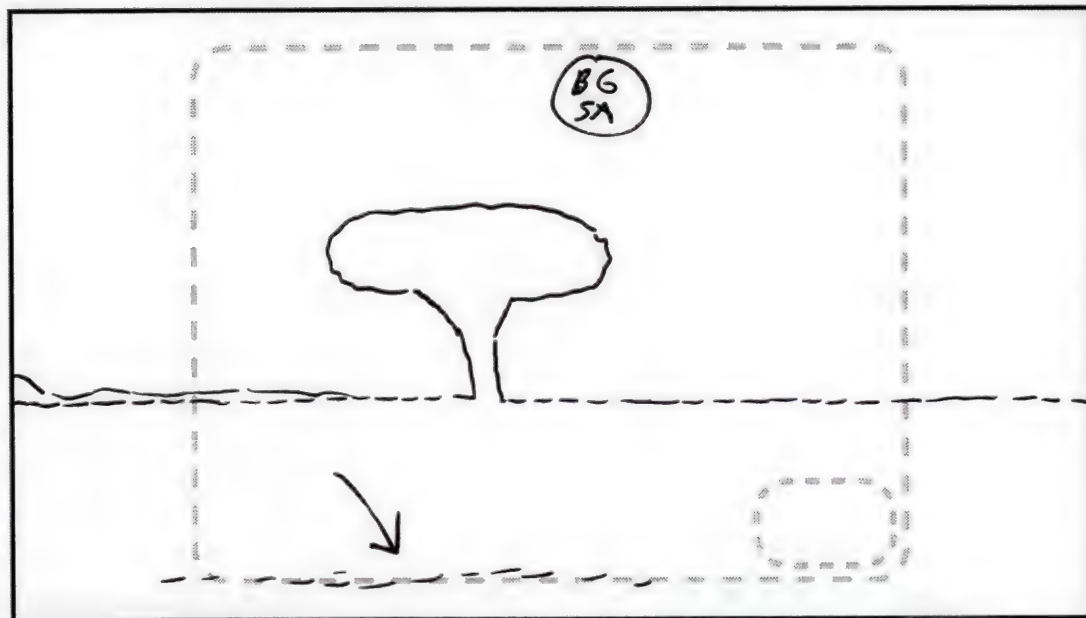


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Sc. **14 CONT** Pnl. **C**

Bg.

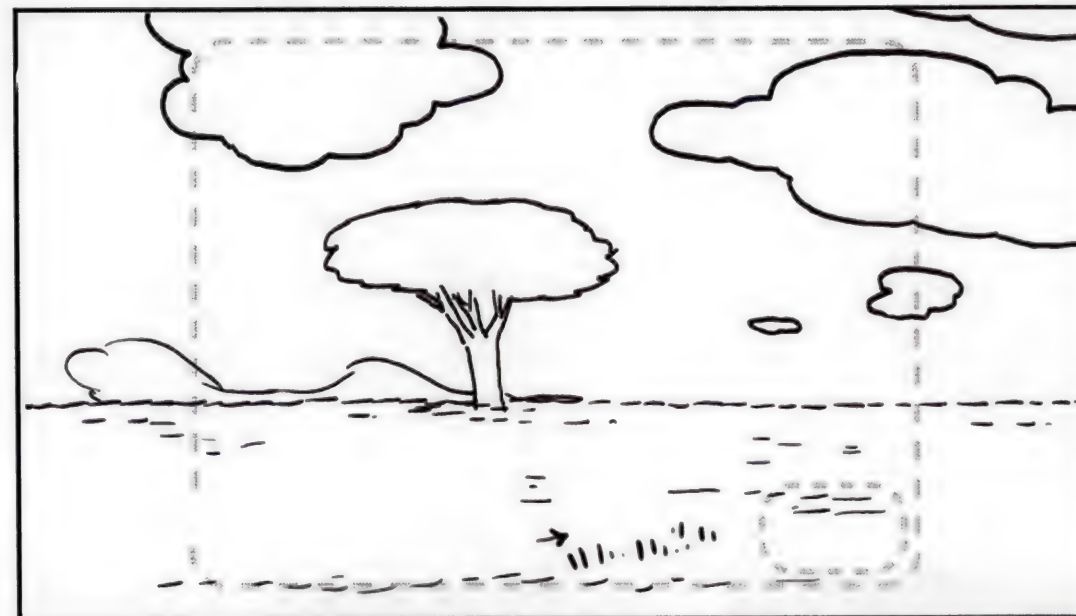
day night



Sc. **14 CONT** Pnl. **D**

Bg.

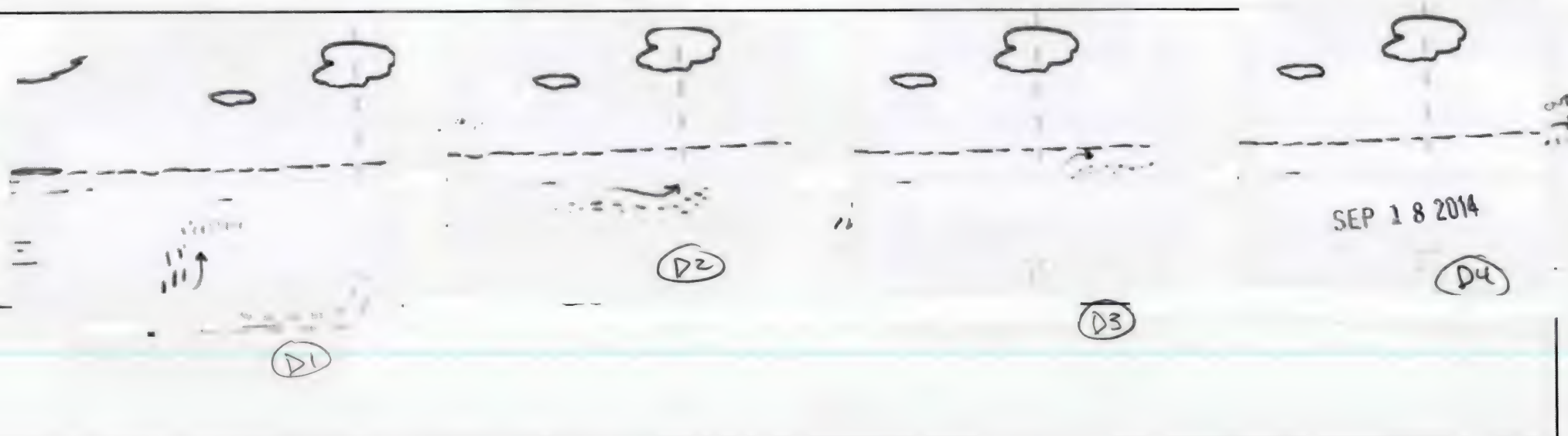
day night



Dialog:

Action:

Timing:



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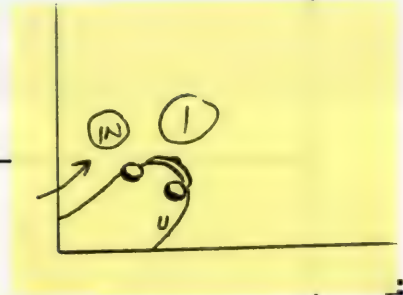
Sc. **15** Pnl. **A** Bg. day night



Sc. **15 CONT** Pnl. **B** Bg. day night



Dialog:	
Action:	- Betty walks into Magic Man's house (Jake slithers onscreen)
Timing:	<div data-bbox="666 1339 712 1372" data-label="Text">②</div> <div data-bbox="739 1323 873 1437" data-label="Image"> </div>



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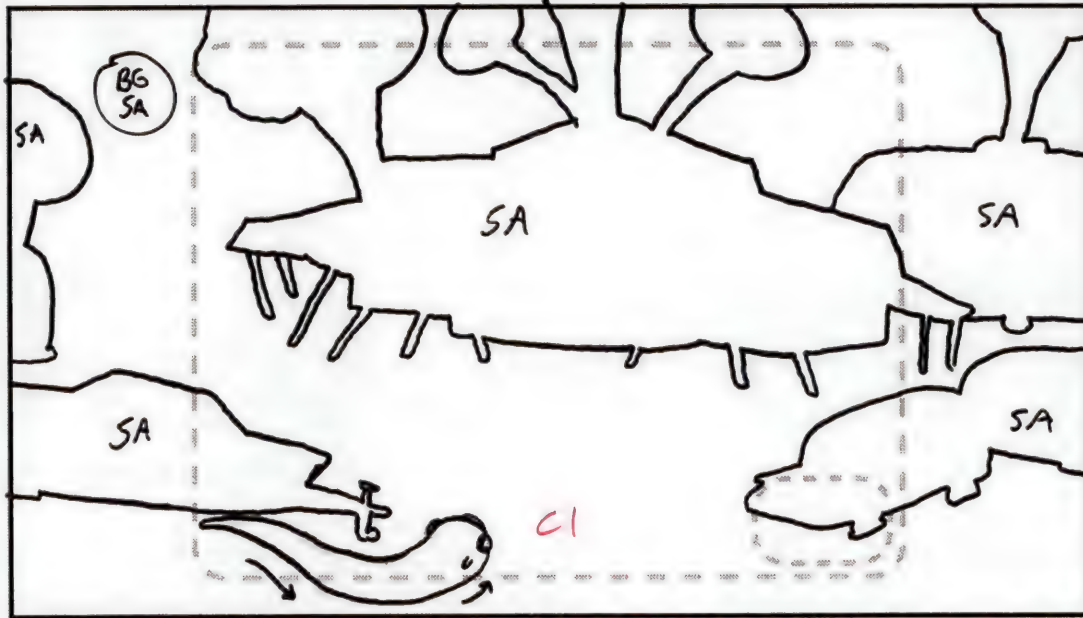


Sc. 15 CONT

Pnl. C

Bg.

day night



Sc. 16

Pnl. A

Bg.

day night



Dialo

Jake / Bwleh!!

Finn / ① Oh no ② man

Action

- Jake spits out Finn + shrinks back to normal



Timing:



③



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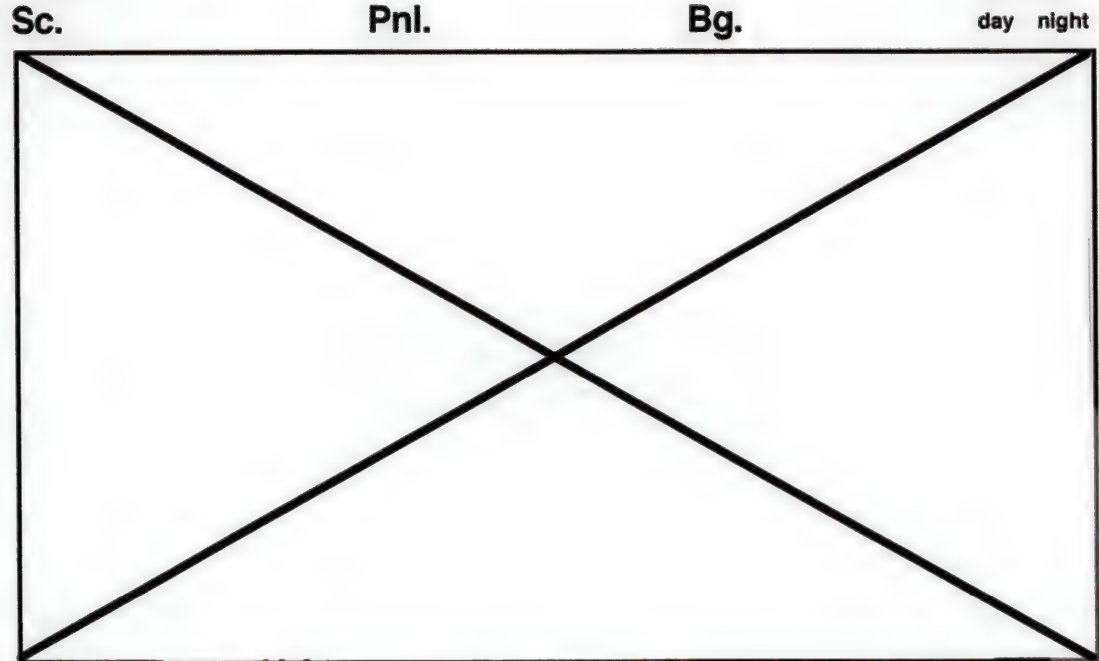
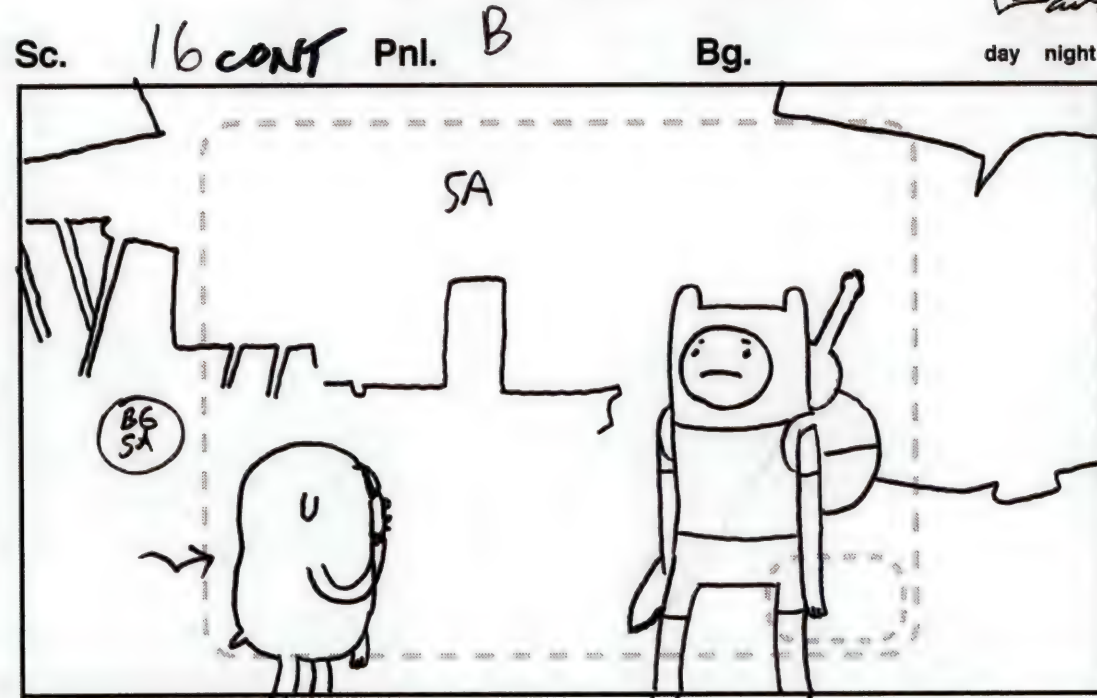
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Dialog: Jake / Magic Man's house.

Action:

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Timing:

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ADVENTURE TIME



Sc. 16 *CONT* Pnl. *D*

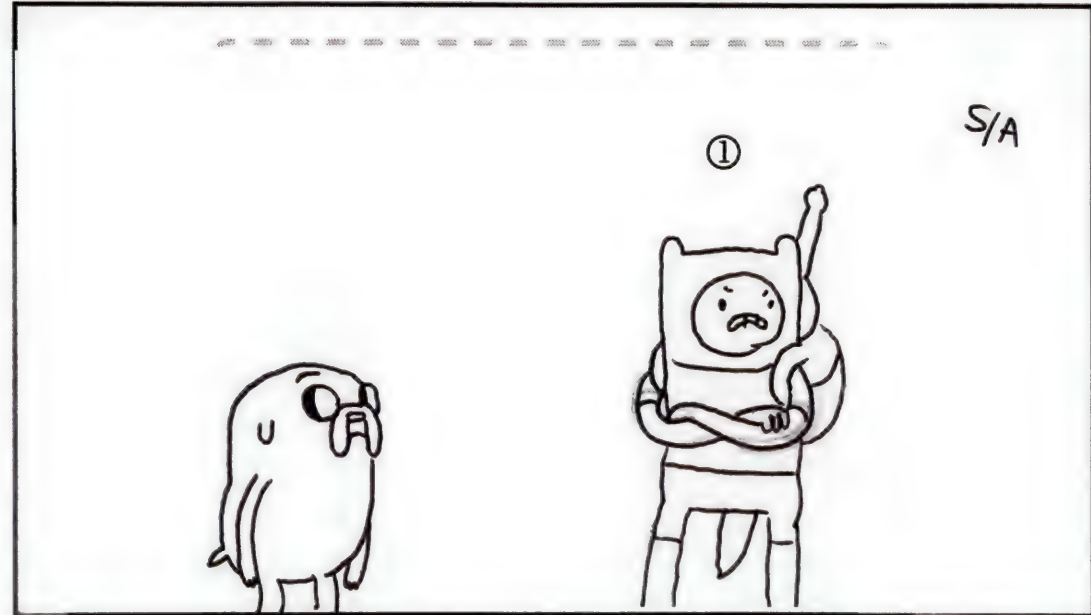
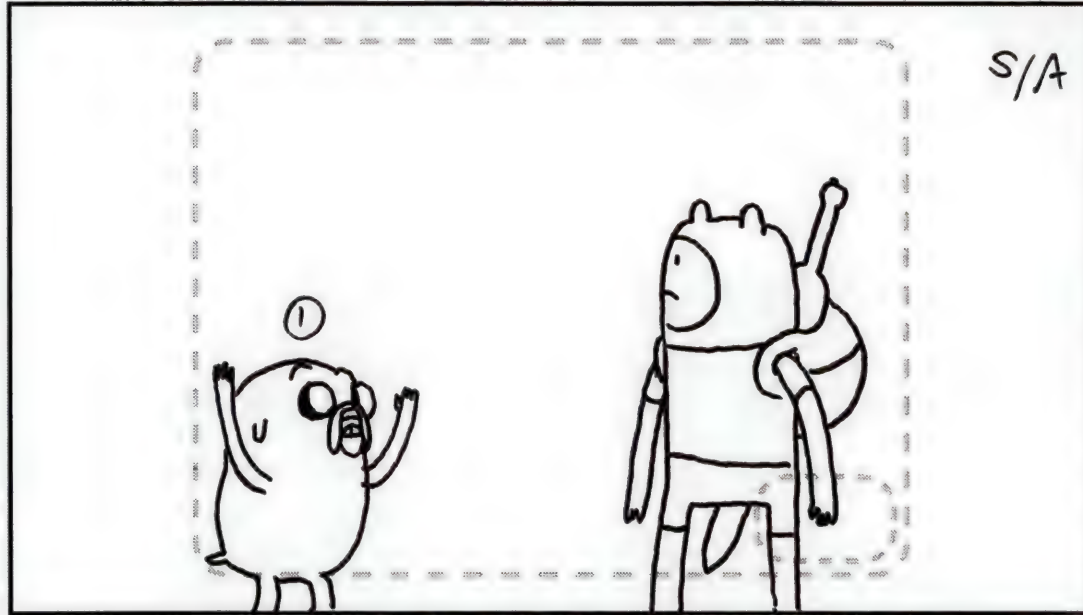
Bg.

day night

Sc. 16 *CONT* Pnl. *E*

Bg.

Page *26*
day night



Dialog: *Jake/① likely he's got Betty*
② under a mind control spell!

Finn/ ① Shoot man I don't
② wanna deal with this guy.

Action:

Timing:



②



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ADVENTURE TIME



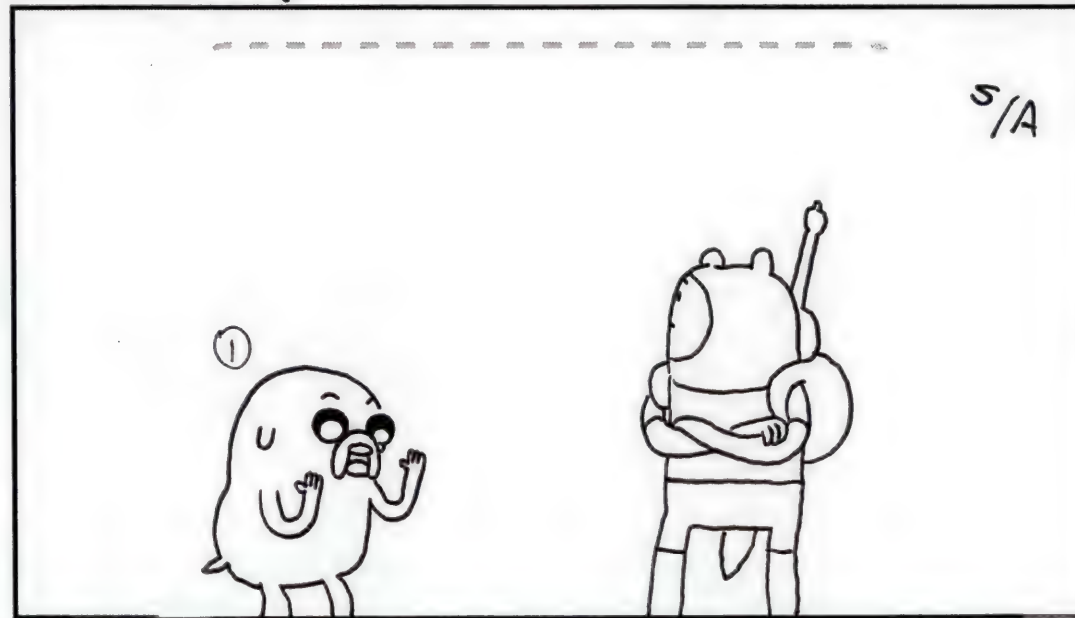
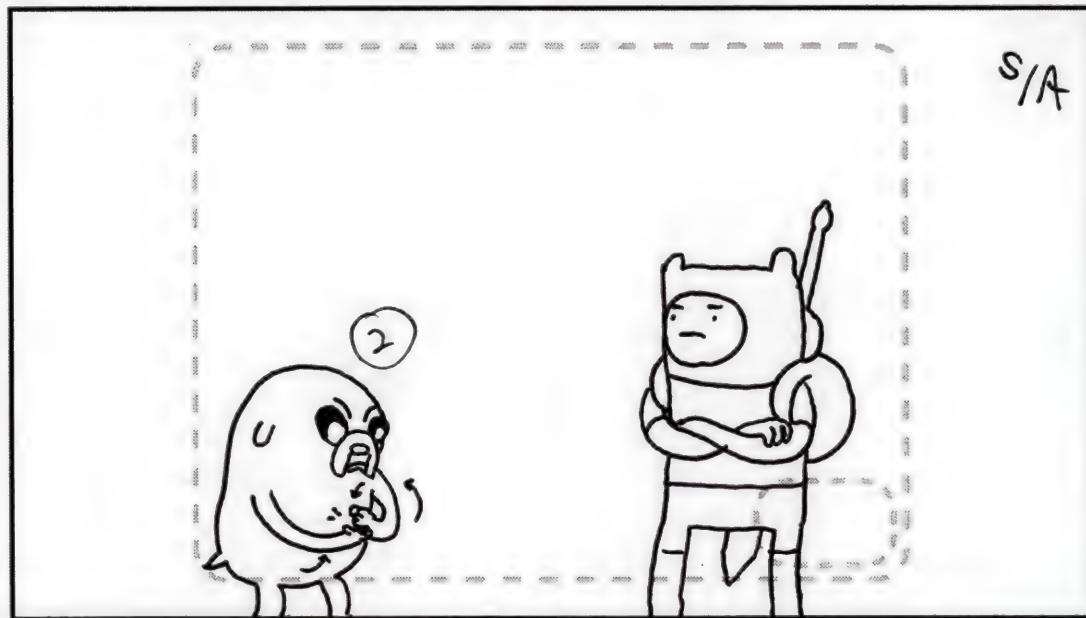
Page **27**
day night

Sc. **16 CONT** Pnl. **F** Bg.

day night

Sc. **16 CONT** Pnl. **6** Bg.

day night



Dialog: Jake He's a tough adversary but -

Jake ① If we hide in the trees, ② pinpoint his location

Action:

Timing:



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ADVENTURE TIME



Page **28**

Sc. **16 CONT** Pnl. **H**

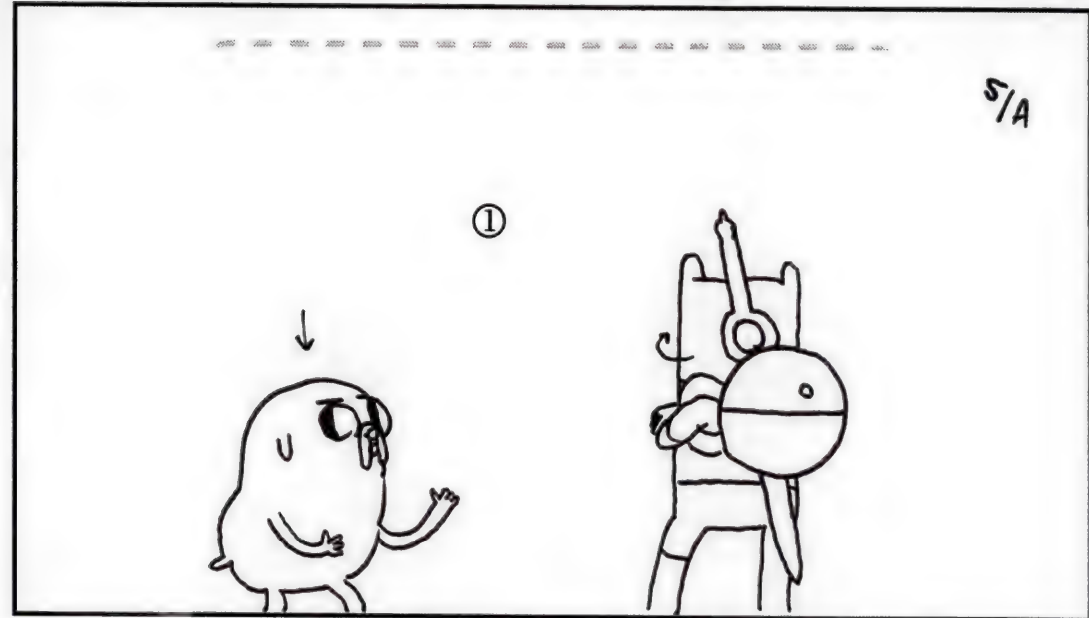
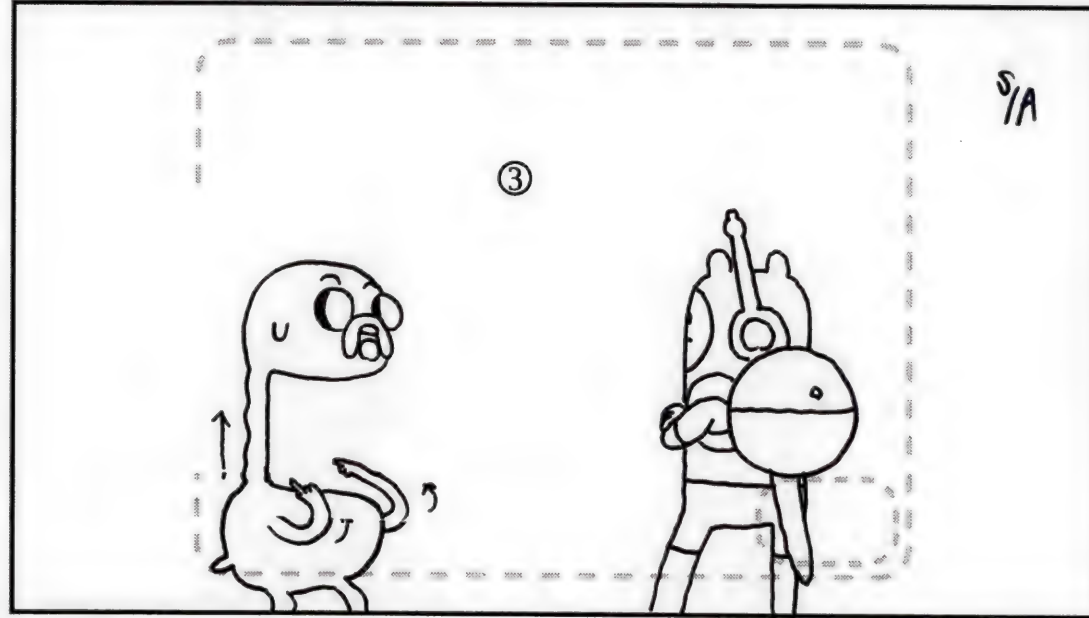
Bg.

day night

Sc. **16 CONT** Pnl. **I**

Bg.

day night



Dialog: Jake Maybe you can sever his spine

Jake / before he can do his magic on us.

Action:

①

②

②

Timing:



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ADVENTURE TIME



Sc. 16 *CONT*

Pnl. J

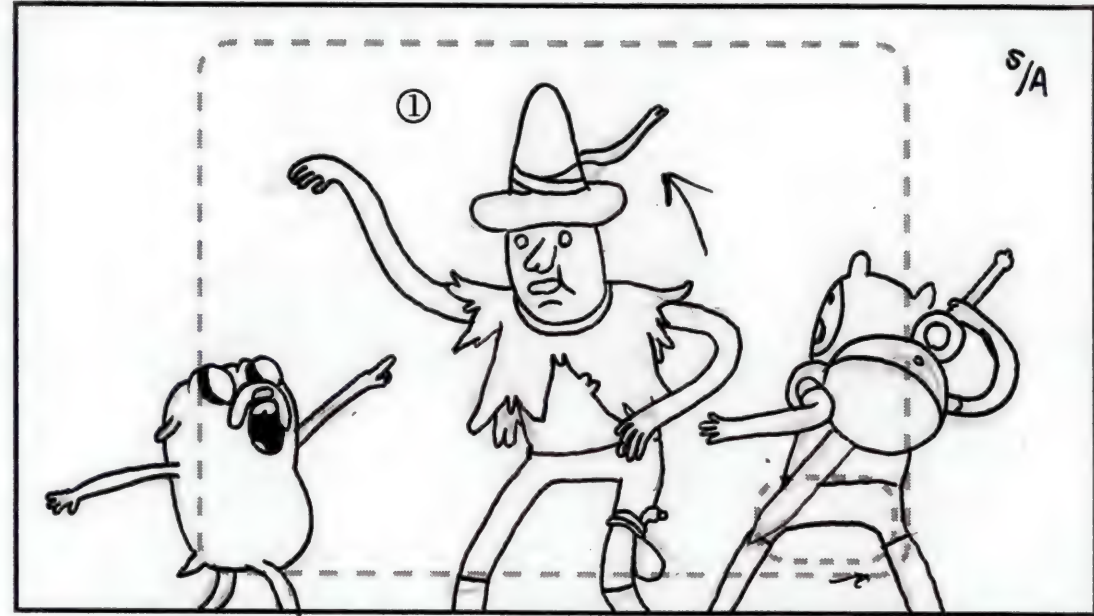
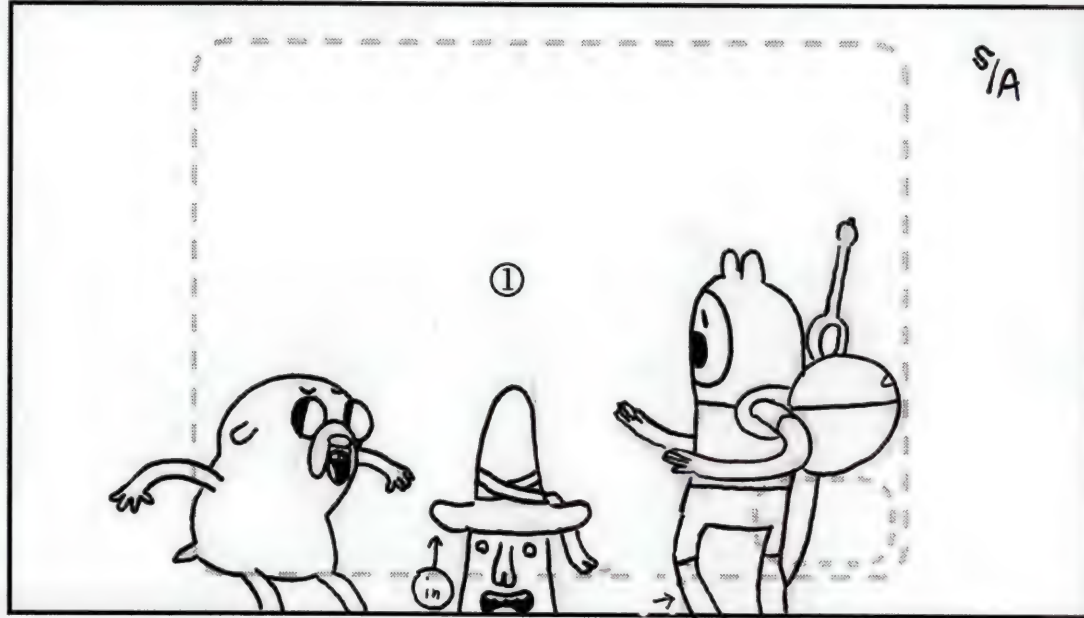
Bg.

day night

Sc. 16 *CONT* Pnl. K

Bg.

Page **29**
day night



Dialog: Magic Man! GOOD PLAN!

Jake! Get the spine!

Action: - MAGIC MAN POPS ON/IS.

Timing:



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ADVENTURE TIME



Page **30**

Sc. 16 CONT Pnl. L

Bg.

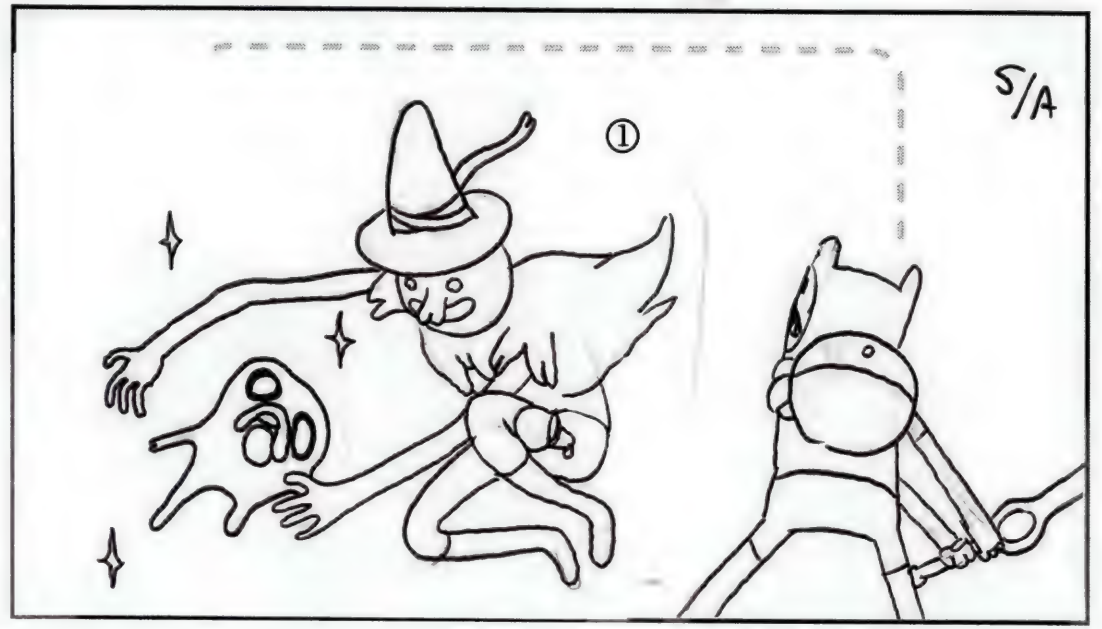
day night



Sc. 16 CONT Pnl. M

Bg.

day night



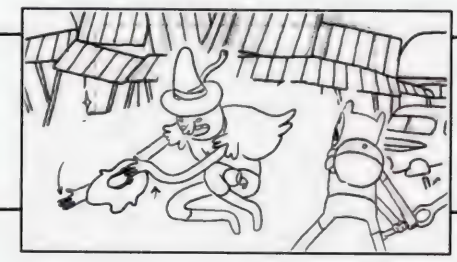
Dialog: Jake / woahhh —————→

Action:
- Finn draws sword
- M.M. CASTS SPELL ON JAKE.

Timing:

②

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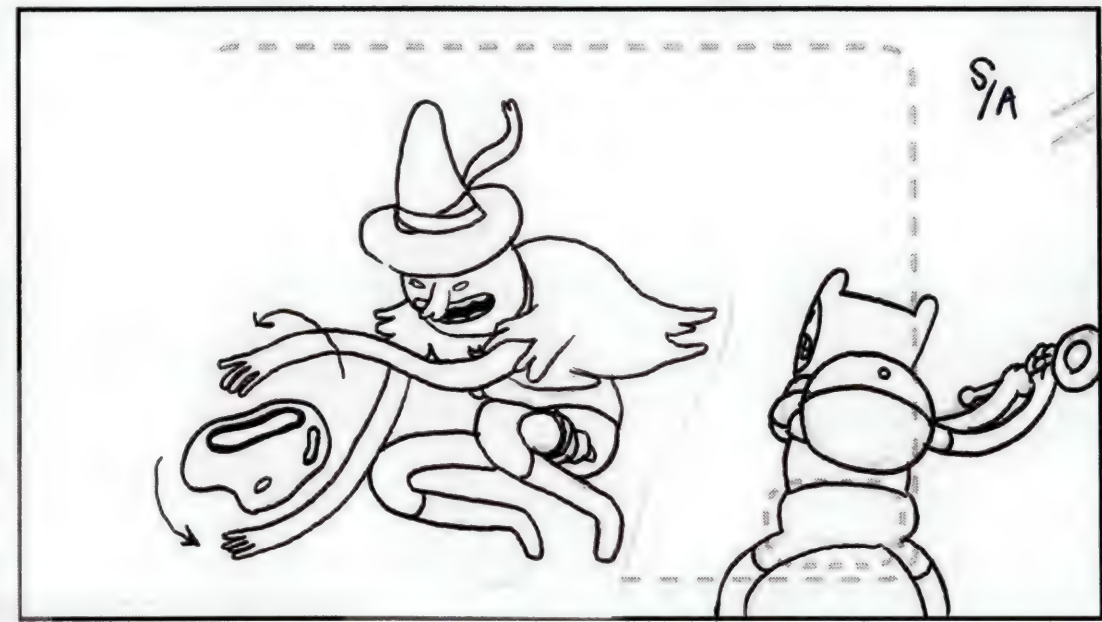
1025/197

ADVENTURE TIME

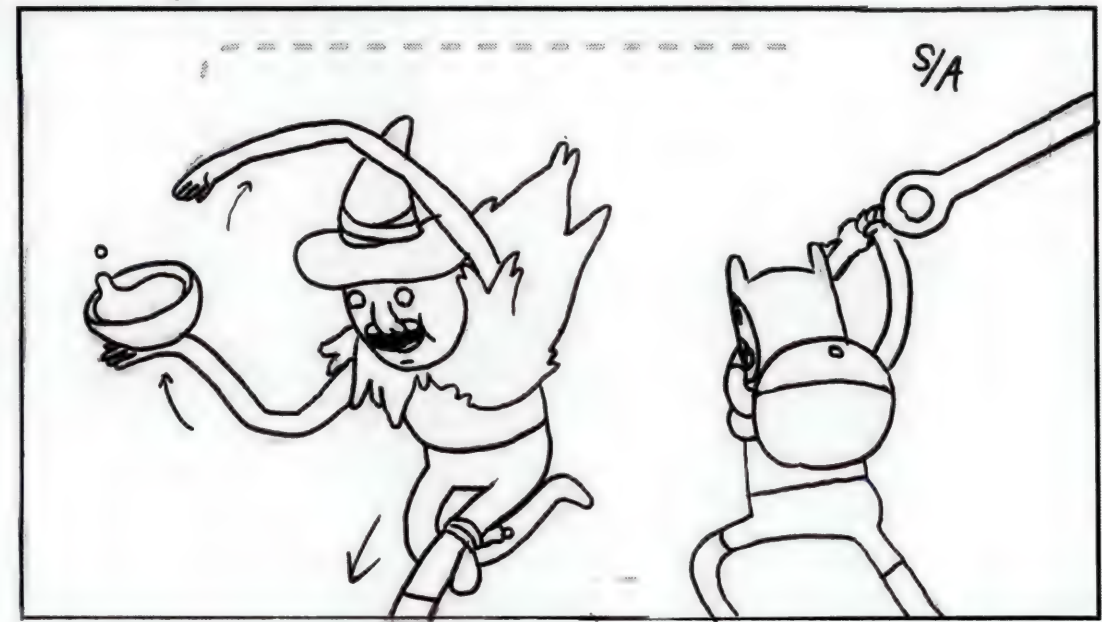


Page **31**

Sc. **16 CONT** Pnl. **N** Bg. day night



Sc. **16 CONT** Pnl. **O** Bg. day night



Dialog:	<i>Magic Man / (laughing)</i>
Action:	<i>- JAKE TRANSFORMS INTO A BOWL OF SOUP.</i> SEP 18 2014
Timing:	

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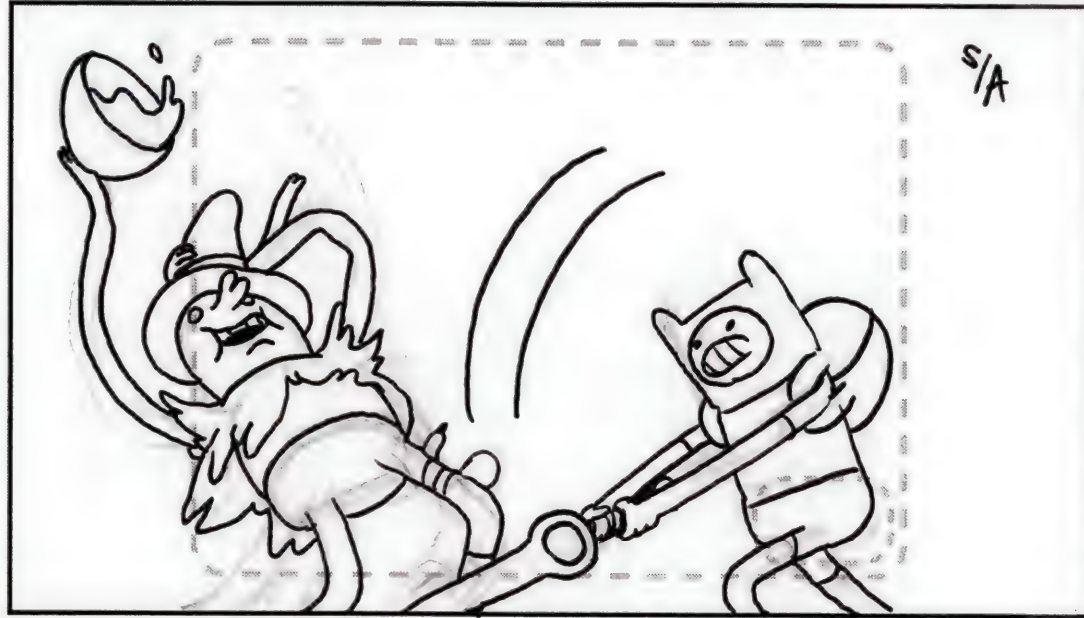
ADVENTURE TIME



Sc. 16 *CONT* Pnl. P

Bg.

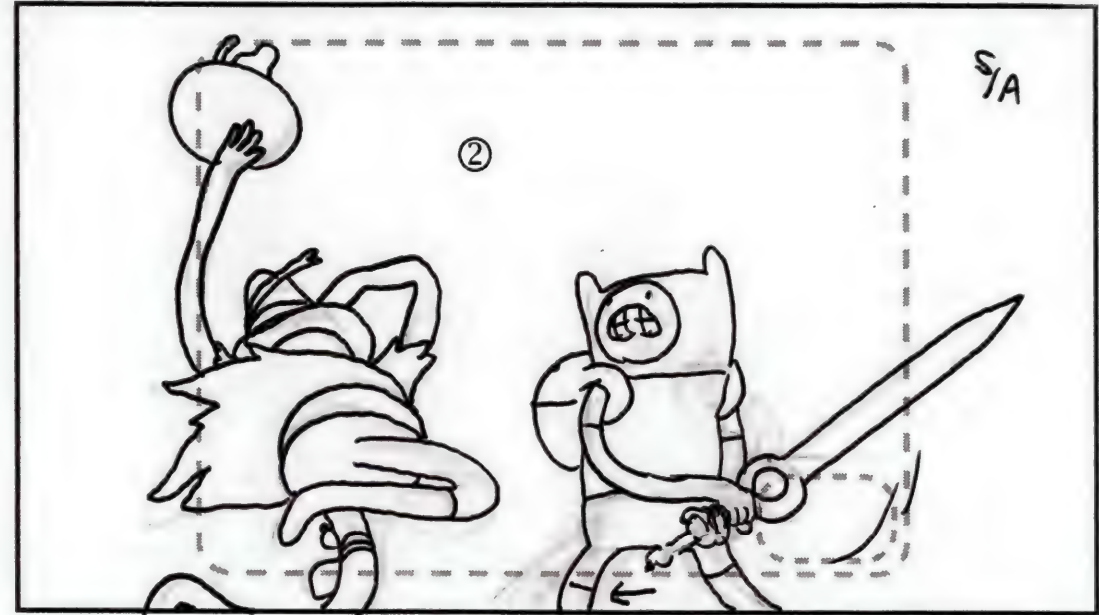
day night



Sc. 16 *CONT* Pnl. Q

Bg.

day night



Dialog:

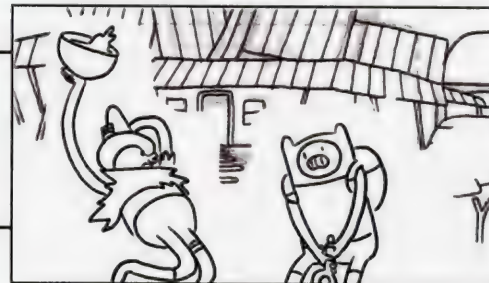
mm/ (laughing)

Action:

- F. SWINGS AT MM.
- MM. DODGES.

Timing:

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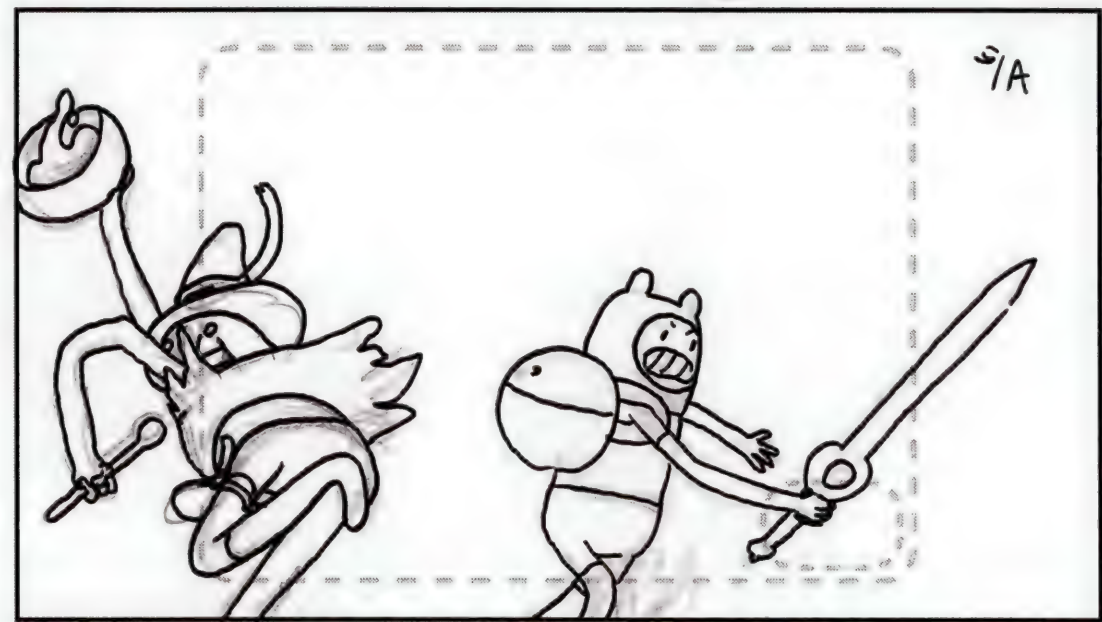
1025/197

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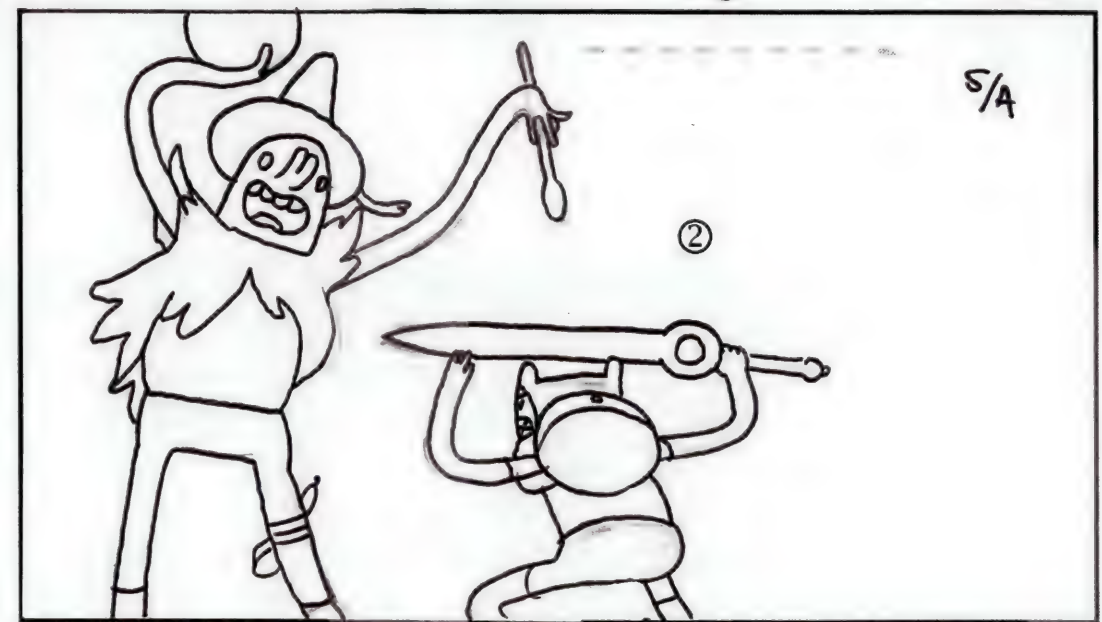
ADVENTURE TIME



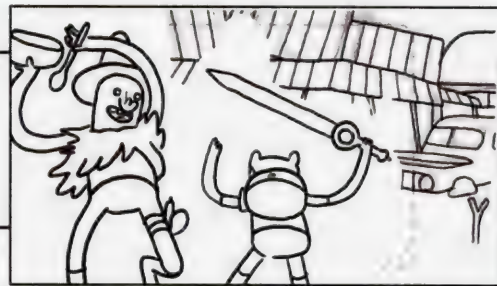
Sc. 16 CONT Pnl. R Bg. day night



Sc. 16 CONT Pnl. 5 Bg. day night



Dialog:	
MM/ BABIES!	
Action:	- MM TURNS W/ SPOON IN HAND.
Timing:	



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Page 33 day night

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ADVENTURE TIME



Page **34**
day night

Sc. **16 CONT** Pnl. **T**

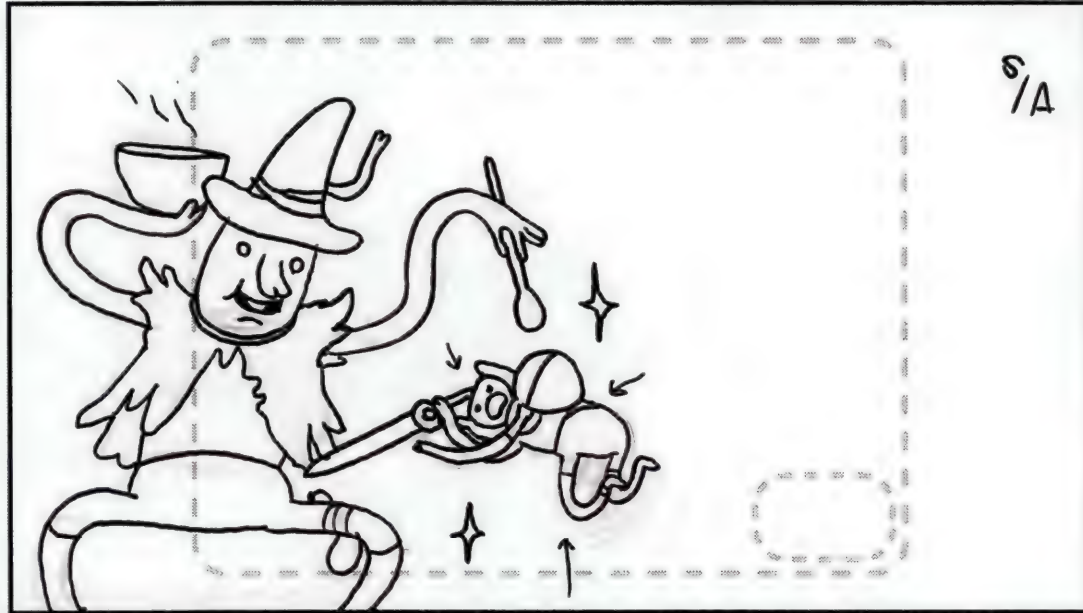
Bg.

day night

Sc. **16 CONT** Pnl. **U**

Bg.

day night



Dialog: **Finn! WLAUGH!**

Action: **- Finn shrinks and floats into the air — Finn turns into an egg**

Timing:

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ADVENTURE TIME



Sc. **16 CONT** Pnl. **V** Bg.

Sc. **16 CONT** Pnl. **EW** Bg.



Dialog: MM/ there goes !

MM/① SHH
② SHH
Peace

Action: - MM CATCHES EGG W/ SPOON.

- MM SHUSHES EGG
AND SOUP LIKE
SLEEPING BABIES.

Timing:

①



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1025/197

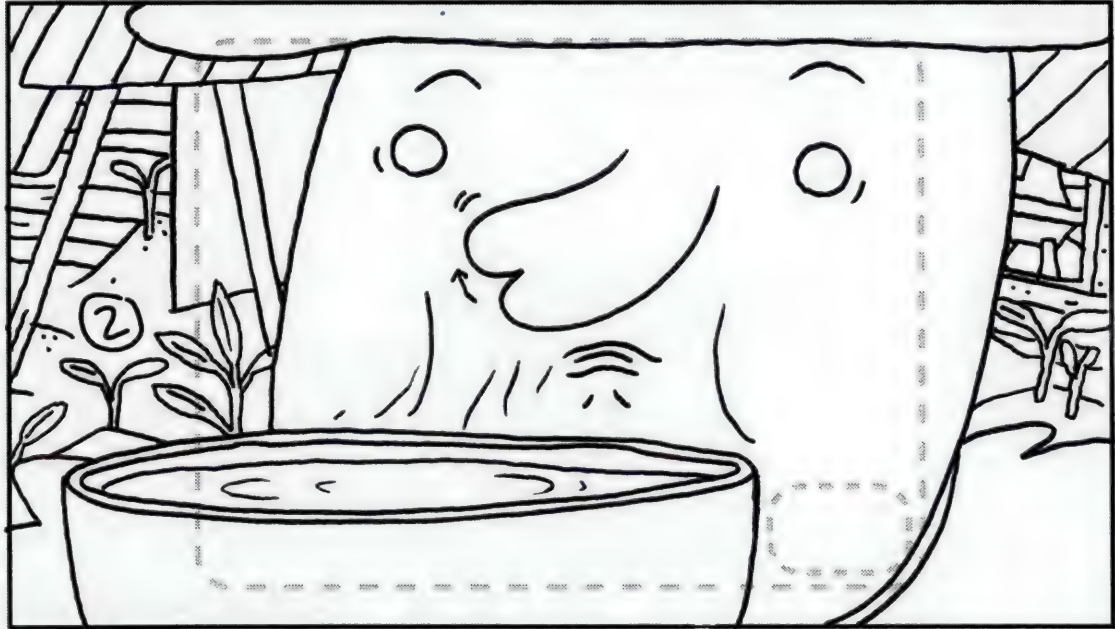
1025/197

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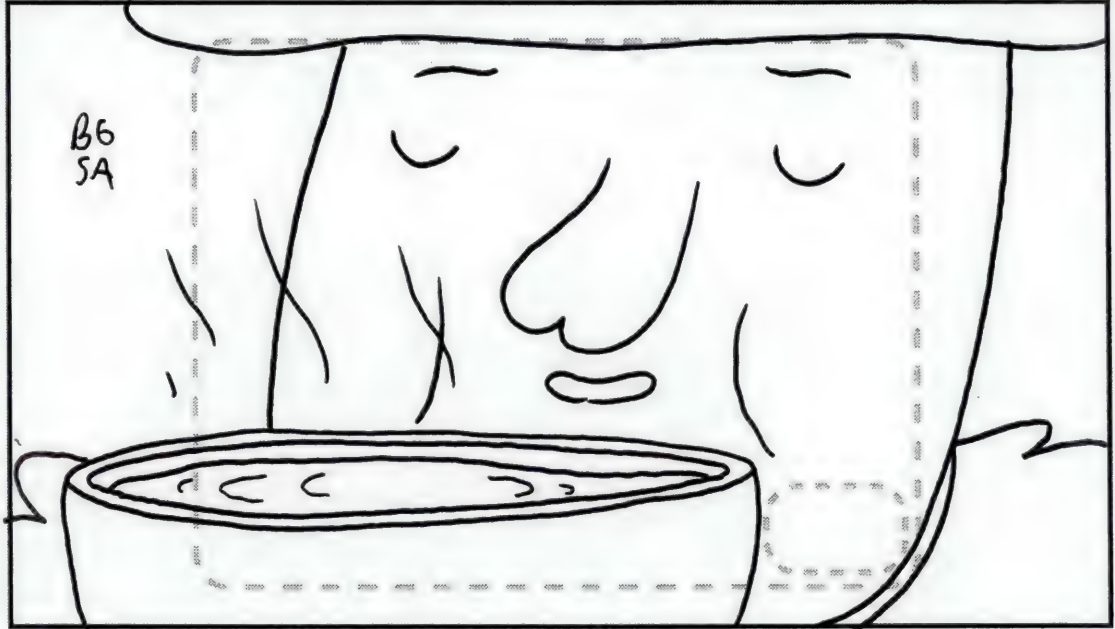
ADVENTURE TIME



Sc. **17** Pnl. **A** Bg. day night



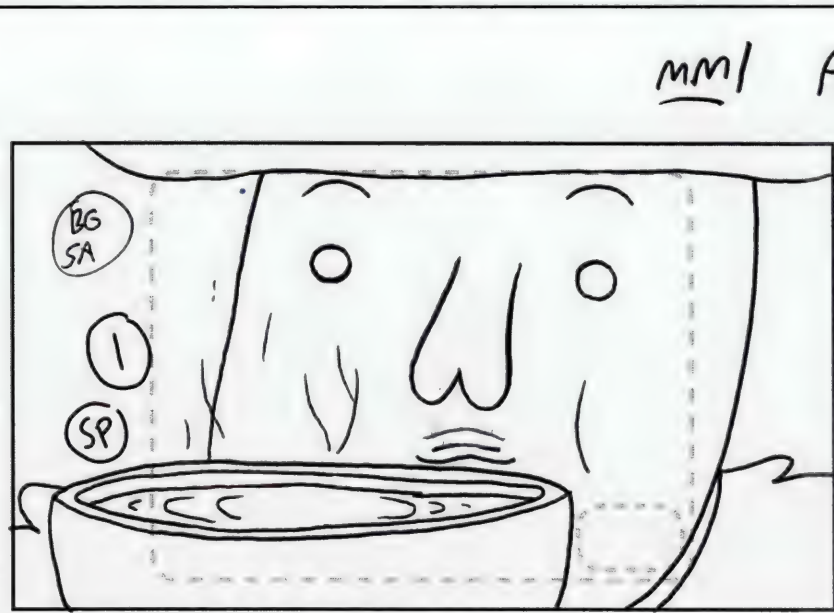
Sc. **17 CONT** Pnl. **B** Bg. day night



Dialog: mm / SNIFF

Action: -MM. sniffs soup

Timing:



mm / AHH

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Production:

ADVENTURE TIME



Page **27**

Sc. **17 CONT** Pnl. **C** Bg. day night



Sc. **17 CONT** Pnl. **D** Bg. day night



Dialog: *Magic Man/ Like a red raw trash hatch!*

Magic Man/ HAHHA

Action:

Timing:

①



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ADVENTURE TIME

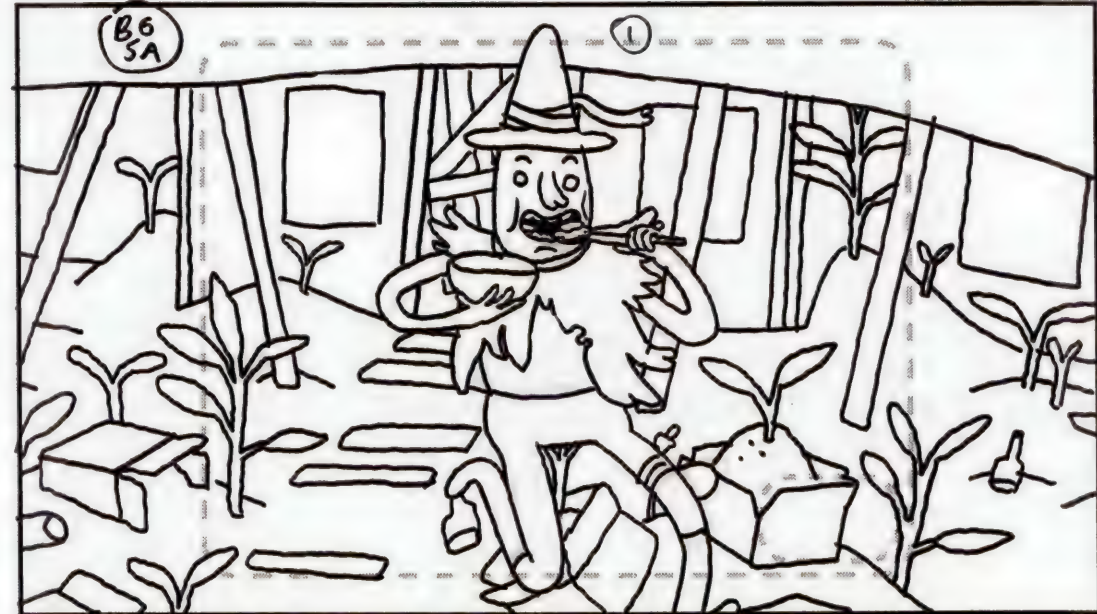


Page **38**

Sc. **17 CONT** Pnl. **E** Bg. day night



Sc. **17 CONT** Pnl. **F** Bg. day night



Dialog: mm/ You're in luck! →

Action: magic man flies back into his house

Timing:



Production:

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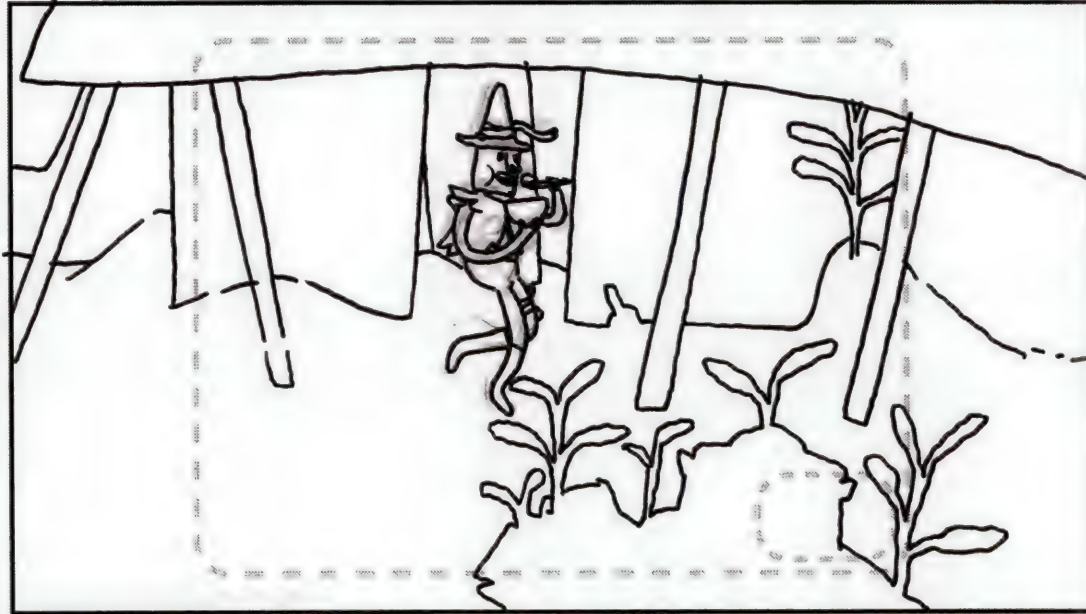
1025/197

ADVENTURE TIME



Page **39**

Sc. **17 CONT** Pnl. **G** Bg. day night



Sc. **17 CONT** Pnl. **H** Bg. day night



Dialog:

mm / come ——— on !

Action:

magic man enters house

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Timing:

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Production:

1025/197



START

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Production:

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ADVENTURE TIME



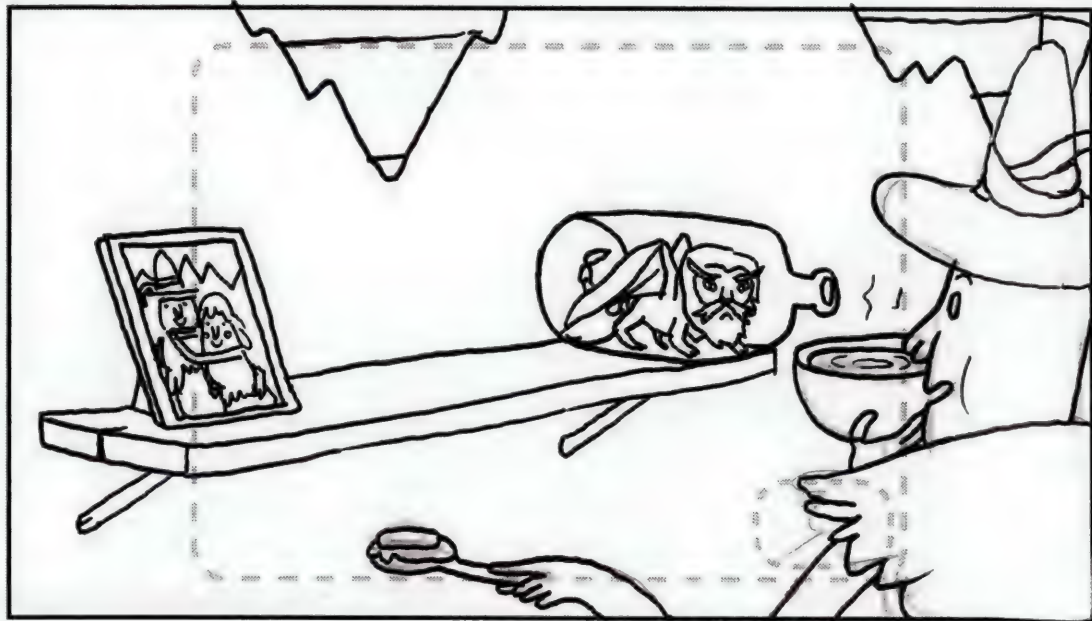
Page **41**

Sc. **19**

Pnl. **A**

Bg.

day night

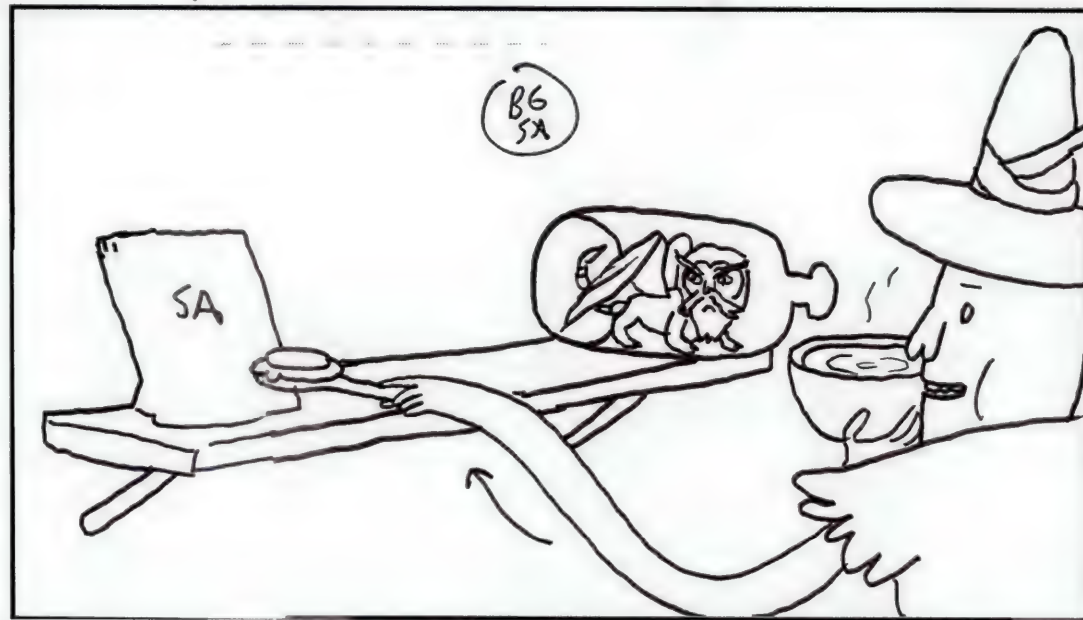


Sc. **19 cont**

Pnl. **B**

Bg.

day night



Dialog: mm/ Right here on my shelf of special friends:

Action:

Timing:

mm/ ① Margles and ② tiny Manticores.

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Production:

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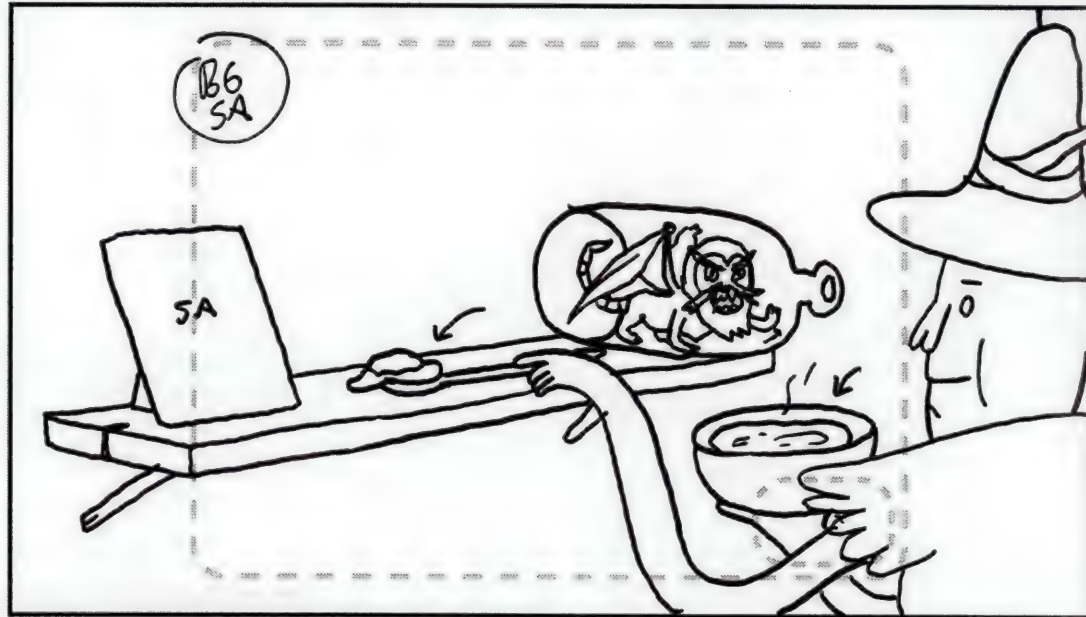


Page **42**

Sc. **19 CONT** Pnl. **C**

Bg.

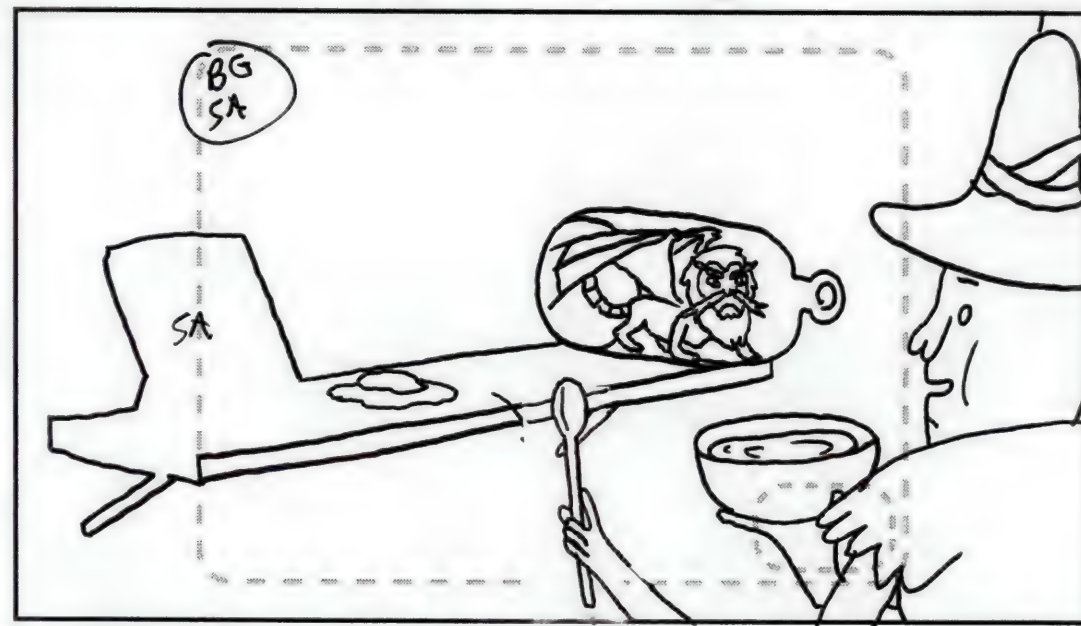
day night



Sc. **19 CONT** Pnl. **D**

Bg.

day night



Dialog:

TM/ You promised me I would rule Magic Man!

MM/ How can a coward rule ~~the~~ roost?

Action:

-MM PUTS EGG ON SHELF.

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Timing:

EPISODE #

Production:

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1025/197

ADVENTURE TIME

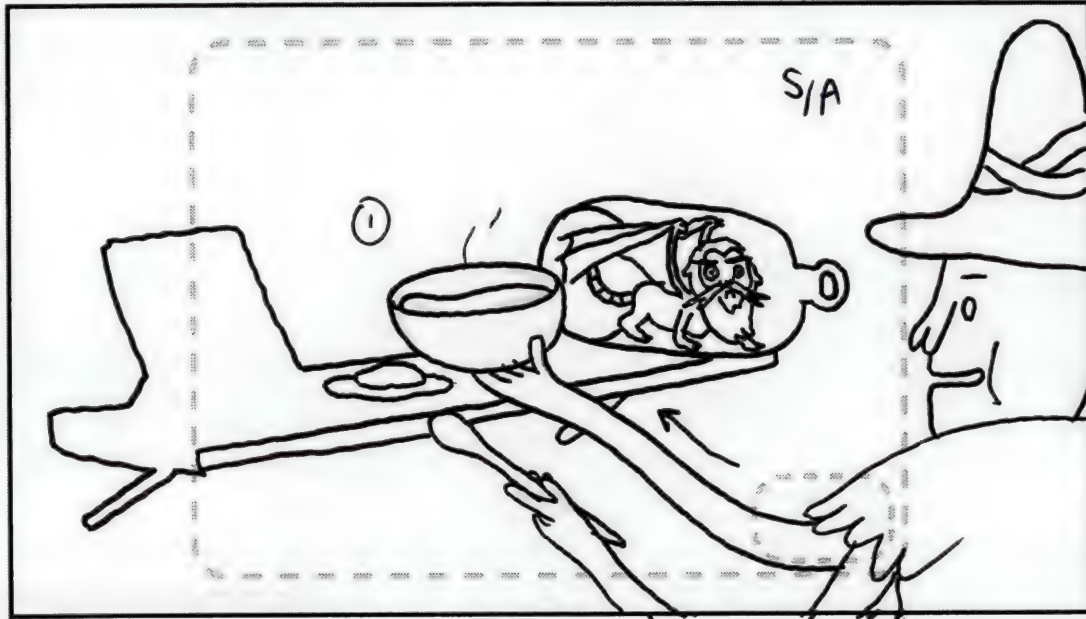


Page **43**

Sc. **19 CONT** Pnl. **E**

Bg.

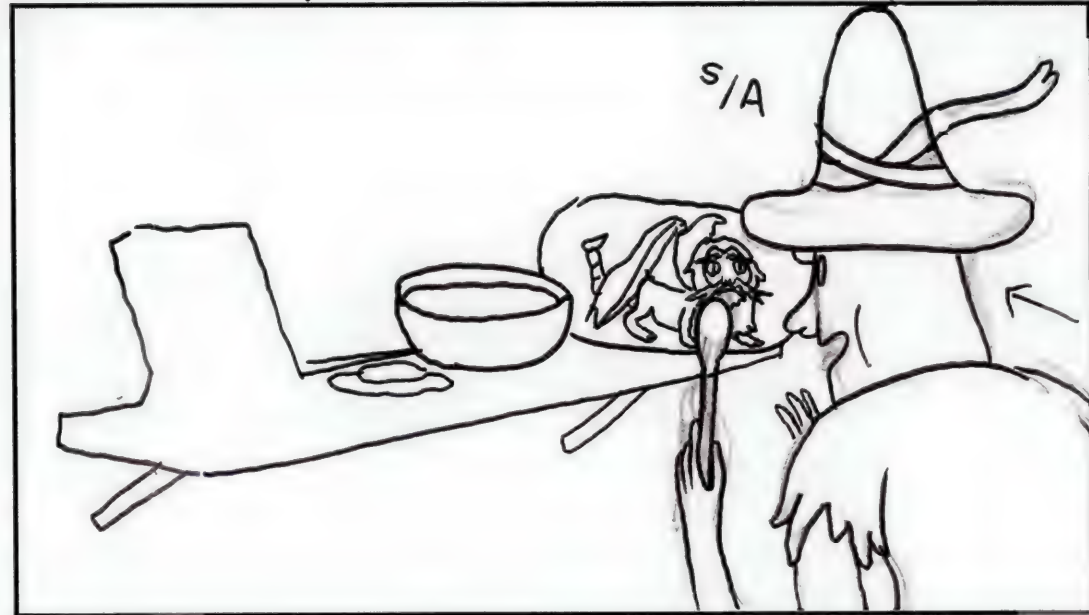
day night



Sc. **19 CONT** Pnl. **F**

Bg.

day night



Dialog:

mm ① You escaped once
② and came right back

Action:

- M.M PUTS SOUP
ON SHELF.

Timing:

mm How sad is that, huh?

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EPISODE #

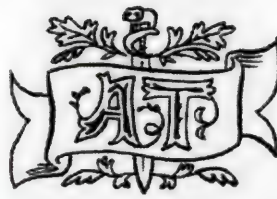
Production:

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1025/197

ADVENTURE TIME



Page **44**

Sc. **20** Pnl. **A** Bg. day night



Sc. **20 CONT** Pnl. **B** Bg. day night



Dialog: Tiny M/ You gave me some kind ——— of hostage syndrome!

Action: -TM puts paw against glass

SEP 18 2014

Timing:

EPISODE #

Production:

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ADVENTURE TIME



Page **45**

Sc. **20 CONT**

Pnl. **C**

Bg.

day night



Sc. **21**

Pnl. **A**

Bg.

day night



Dialog:

TM/ I need therapy !

mm/ well -

Action:

both paws against glass

SEP 18 2014

Timing:

EPISODE #

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Production:

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1025/197

ADVENTURE TIME

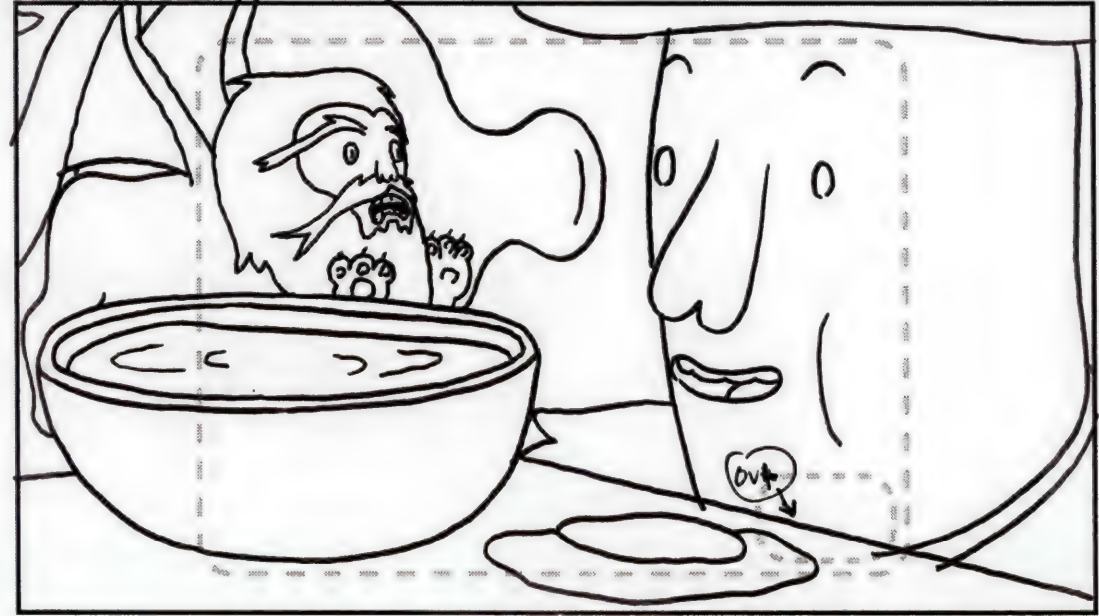


Page **46**

Sc. **21 cont** Pnl. **B** Bg. day night



Sc. **21 cont** Pnl. **C** Bg. day night



Dialog: MM/ - Finn and Jake are heroes — so try bein' more like them why don'tcha!

Action:

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Timing:

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Production:

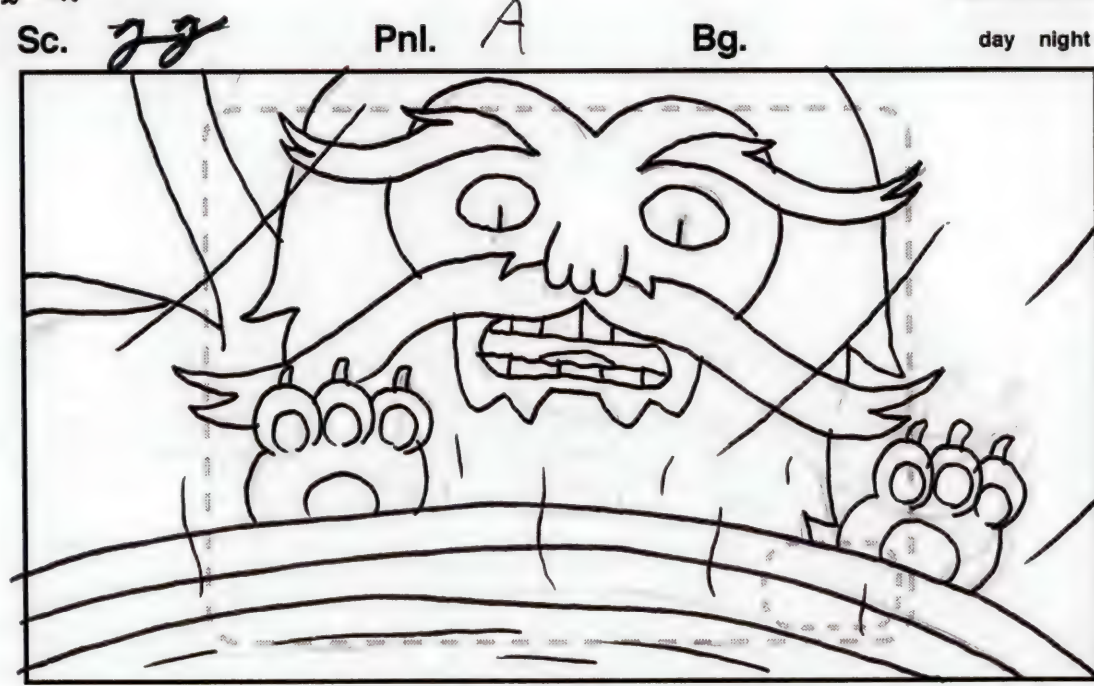
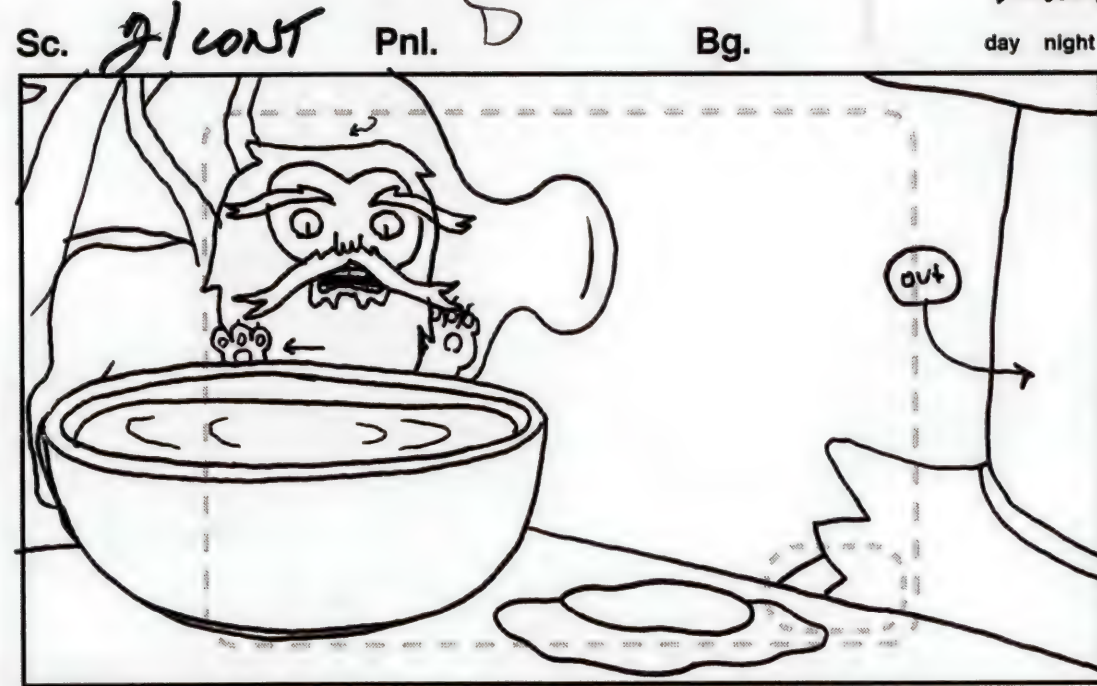
1025/197

ADVENTURE TIME



the
cut

Page **47**



Dialog:

mm / Peace!

Tiny Manticore / "Finn and Jake" ?!

Action:

- MM TURNS AND FLOATS OFF/S

SEP 18 2014

Timing:

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ADVENTURE TIME

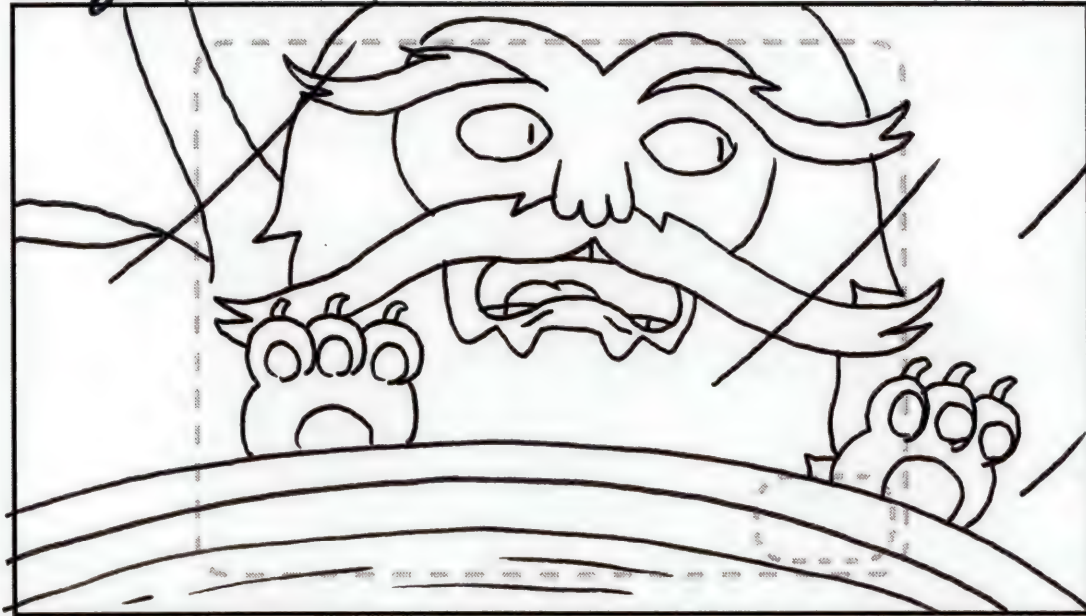


Cut

Sc. 27 CONT Pnl. 13

Bg.

day night

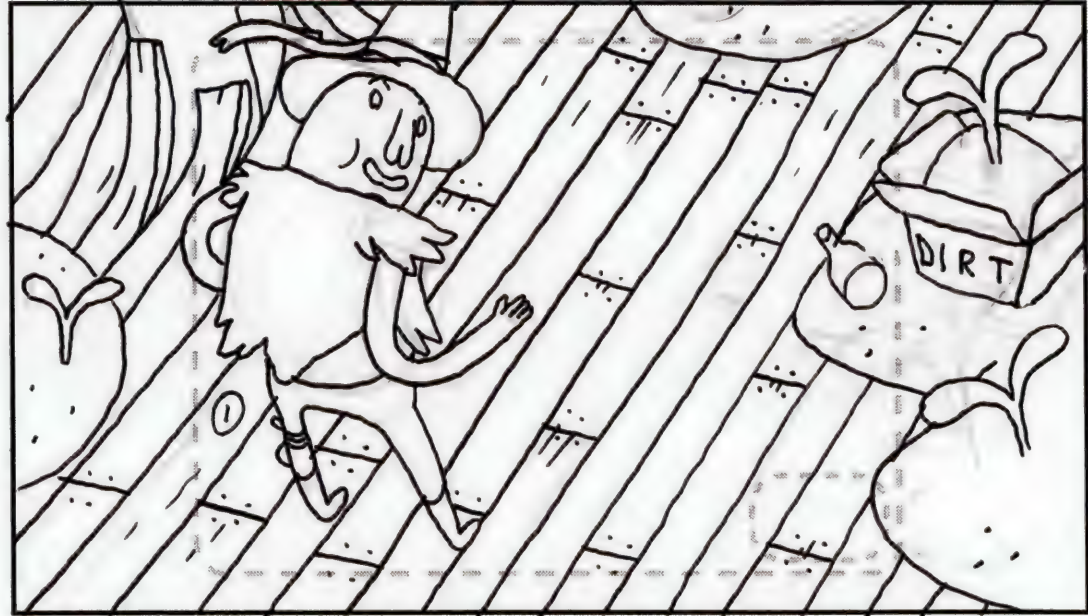


Sc. 28

Pnl. A

Bg.

day night



Dialog: Tiny M/ WHAT DID YOU DO!?

Action:

Timing:

TManticores/ (OS) YOU MONSTER! AHGHH!



- MM TURNS AND
RAISES HAND.

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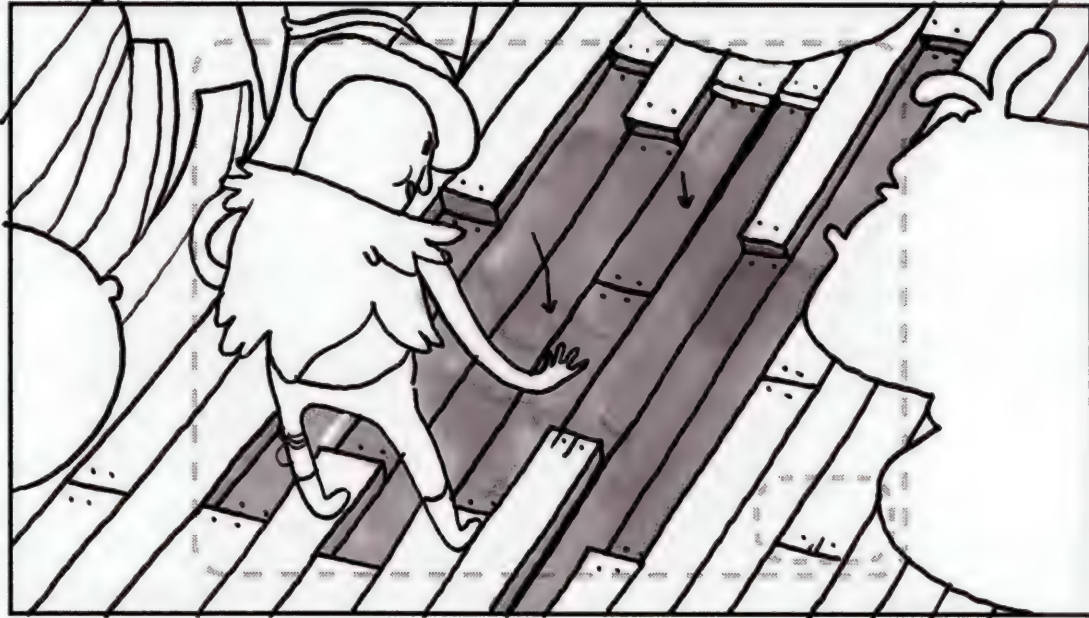
1025/197

1025/197

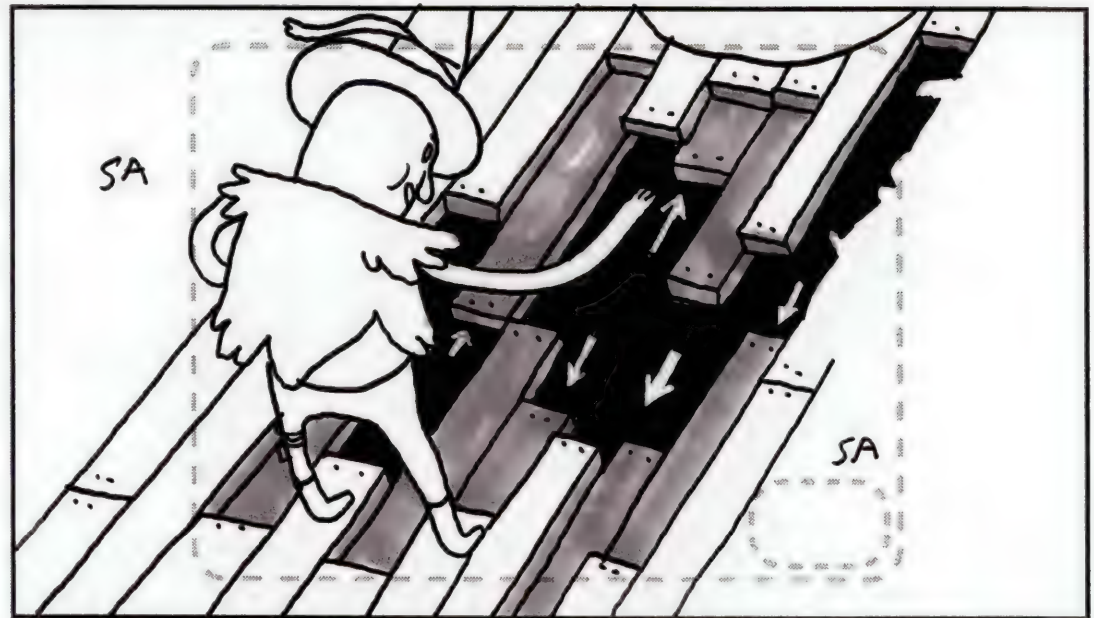
ADVENTURE TIME



Sc. 23 CONT Pnl. B Bg. day night



Sc. 23 CONT Pnl. C Bg. day night



Dialog:

Action:

- floor boards sink

- FLOORBOARDS SLIDE AWAY

Timing:

SEP 18 2011

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Production:

ADVENTURE TIME

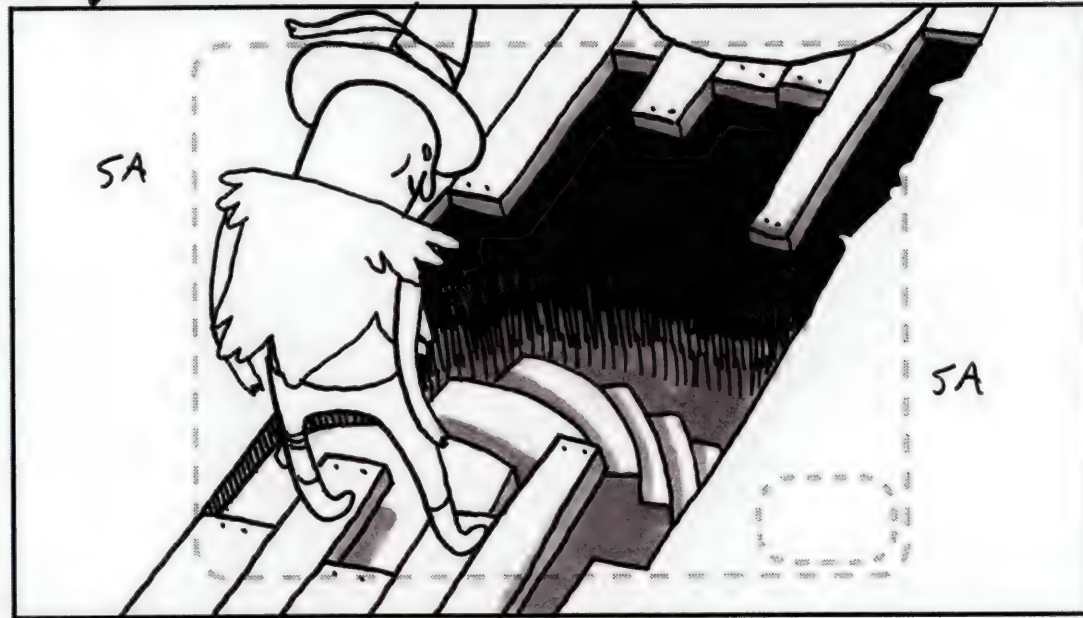


Page 50

Sc. 23 CONT Pnl. D

Bg.

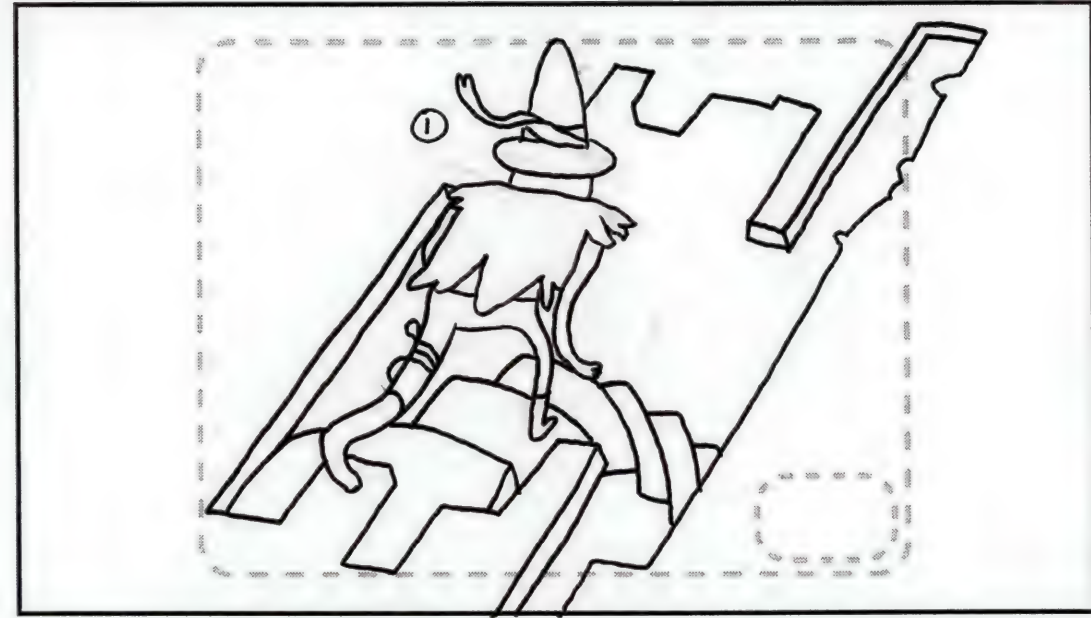
day night



Sc. 23 CONT Pnl. E

Bg.

day night

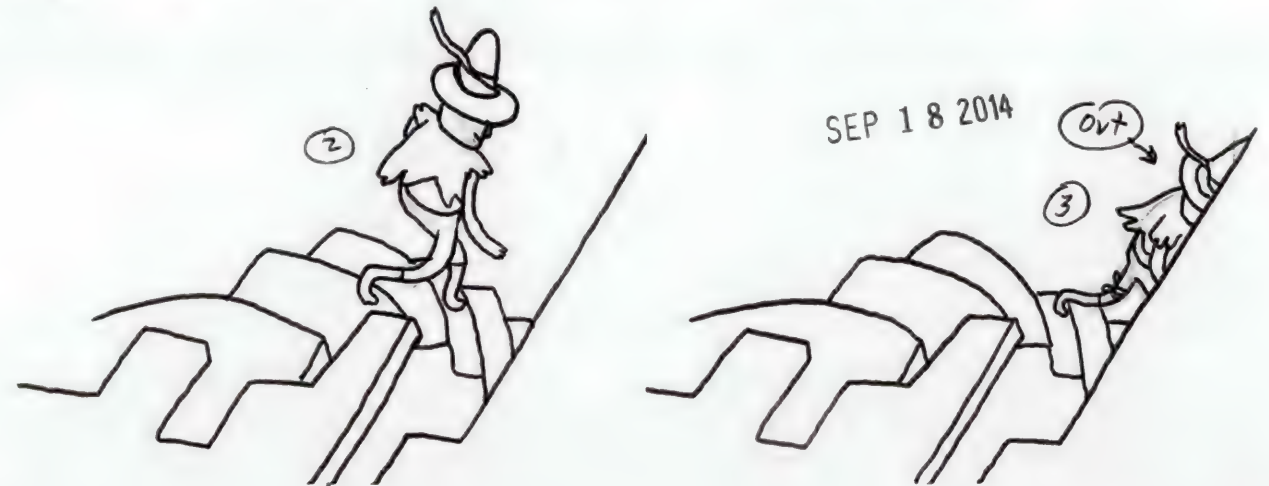


Dialog:

Tiny Manticore / ^(O/S) I would do some thing if I could! You hear me Magic Man!?

Action:

Timing:



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ADVENTURE TIME



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Sc. 24

Pnl. A

Bg.

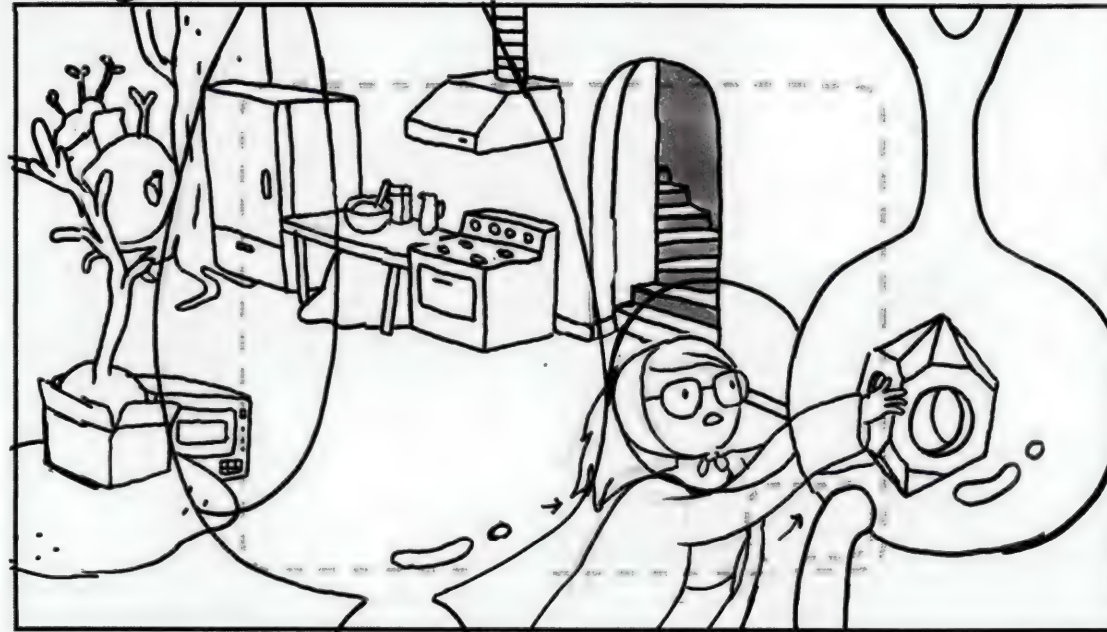
day night



Sc. 24 cont Pnl. B

Bg.

day night



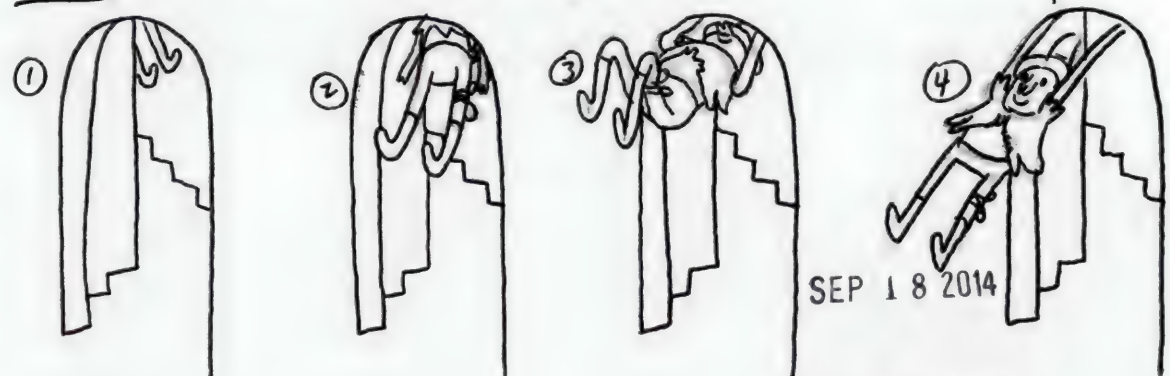
Dialog: Tiny Mantcore (as distant) / you hear me !!!

Betty / what's all that yelling ?

Action:

- BETTY PLACES
HELMET IN
CHAMBER.

Timing:



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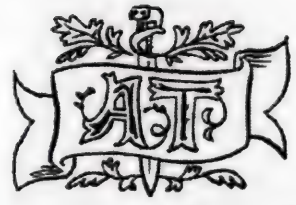


EPISODE #

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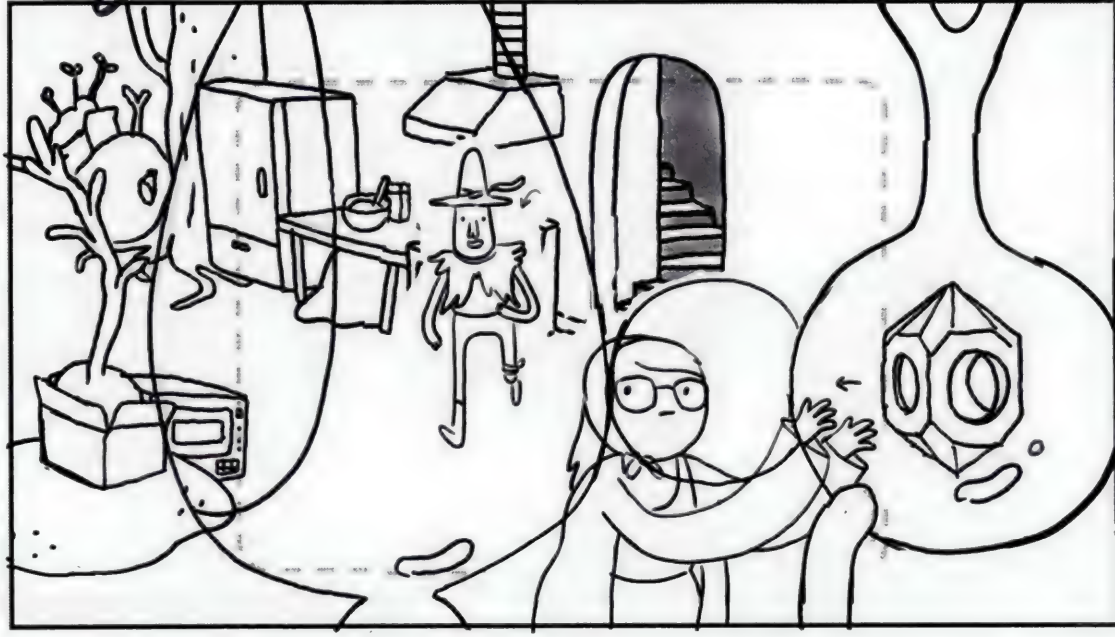
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ADVENTURE TIME

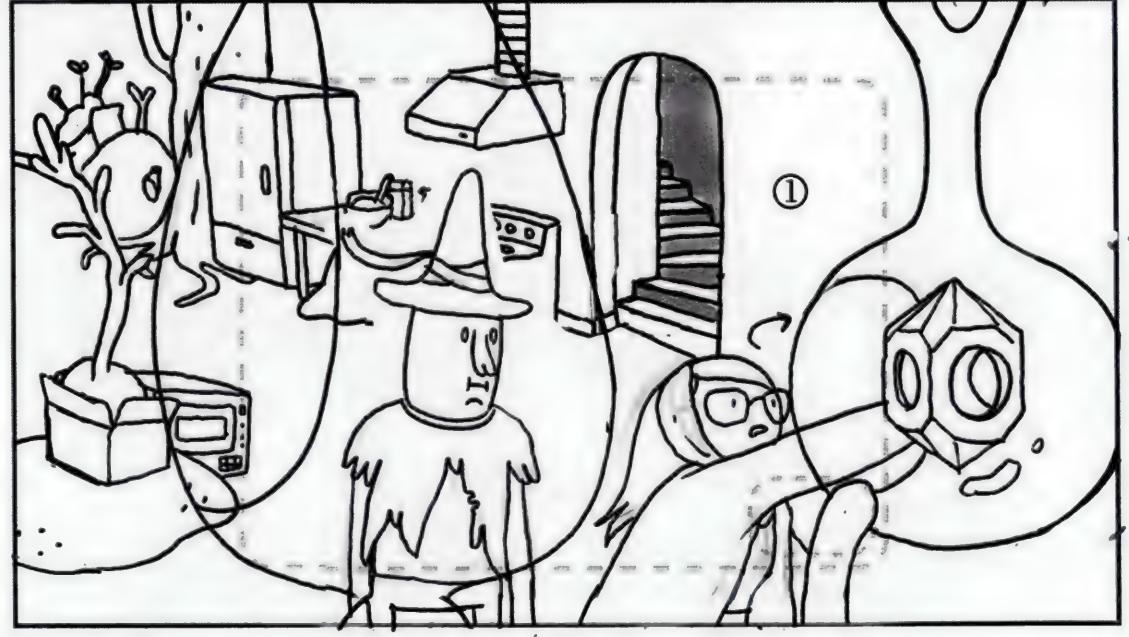


Page 52

Sc. 24 CONT Pnl. C Bg. day night



Sc. 24 CONT Pnl. D Bg. day night



Dialog: MM/ Lil' guy's sad to see me go.

Betty/ ① Well there it is. ② What remains of your brother Glob.

Action:

Timing:



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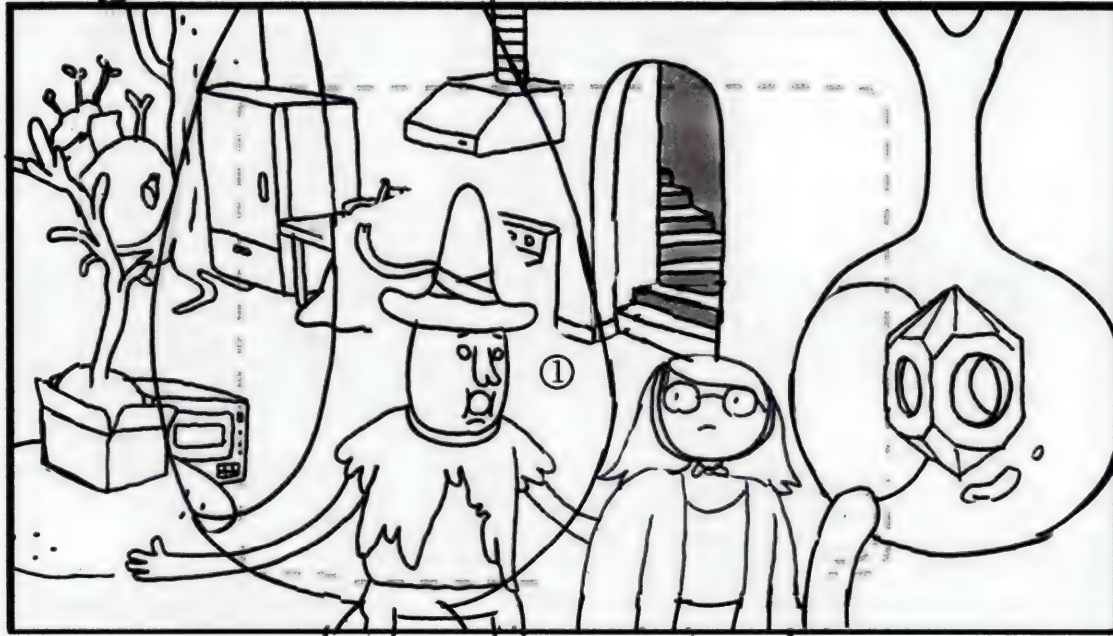
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ADVENTURE TIME

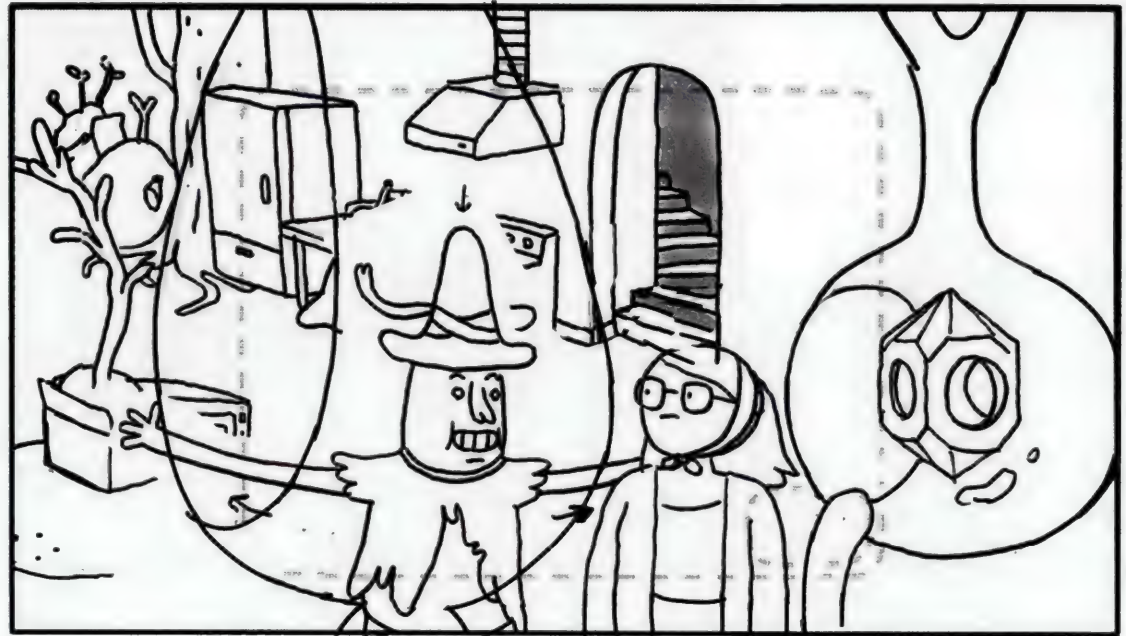


Page 53

Sc. *24 CONT* Pnl. *E* Bg. day night



Sc. *24 CONT* Pnl. *F* Bg. day night



Dialog:

Magic Man / ♪♪ what remains?
Tell me what remains?
Some loser smashed out
your brains ♪♪

(Beat)

Action:

②

③

④

Timing:



⑤



⑥



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Production:

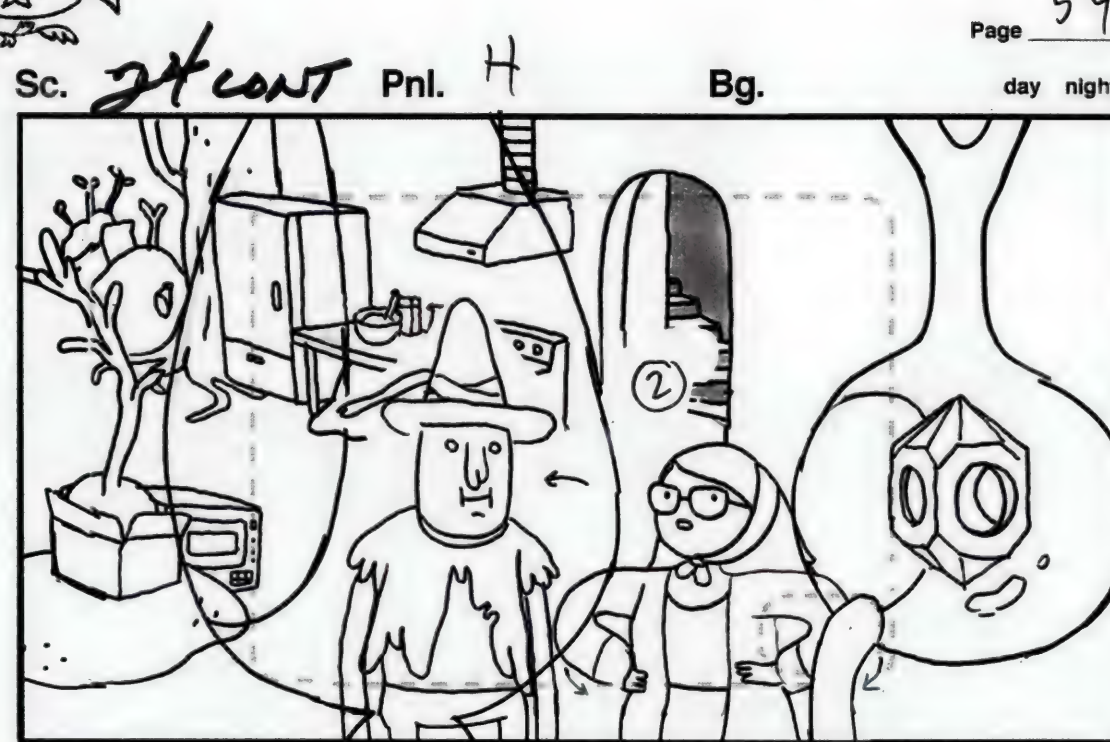
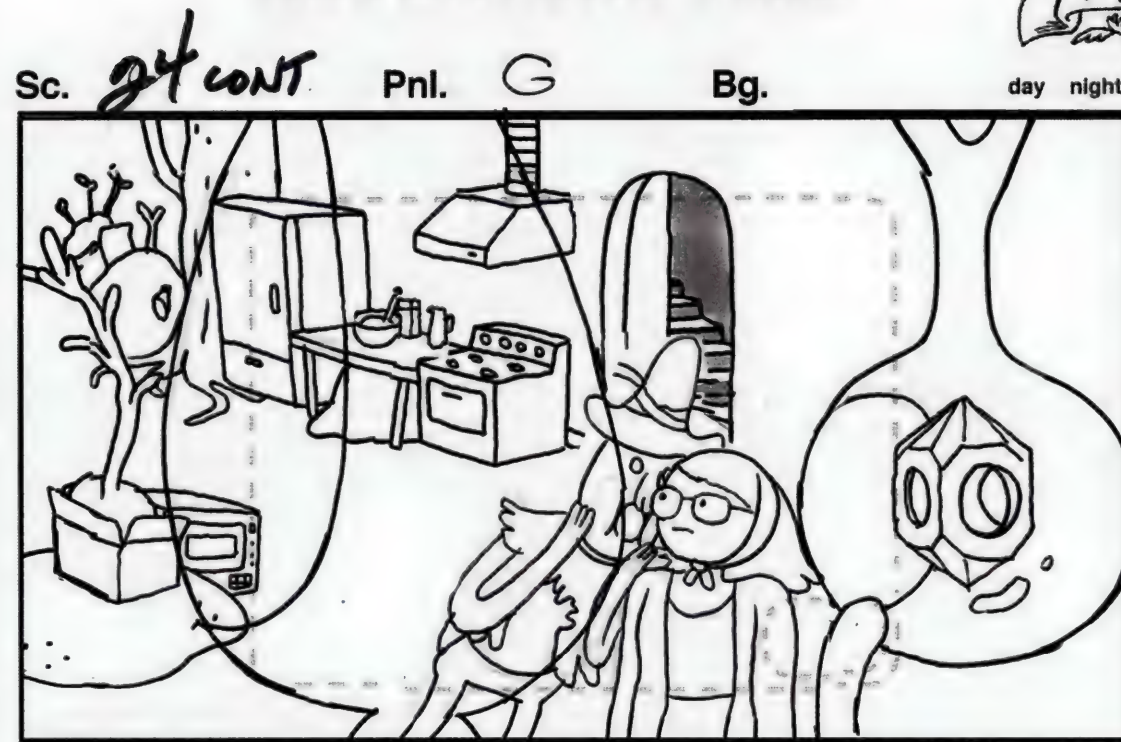
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ADVENTURE TIME



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the cut

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Dialog: *mm / End of songg! mm*

Betty / 2 so this thing's really 3 gonna transmute you 4 into the new Glob?

Action:

Timing:



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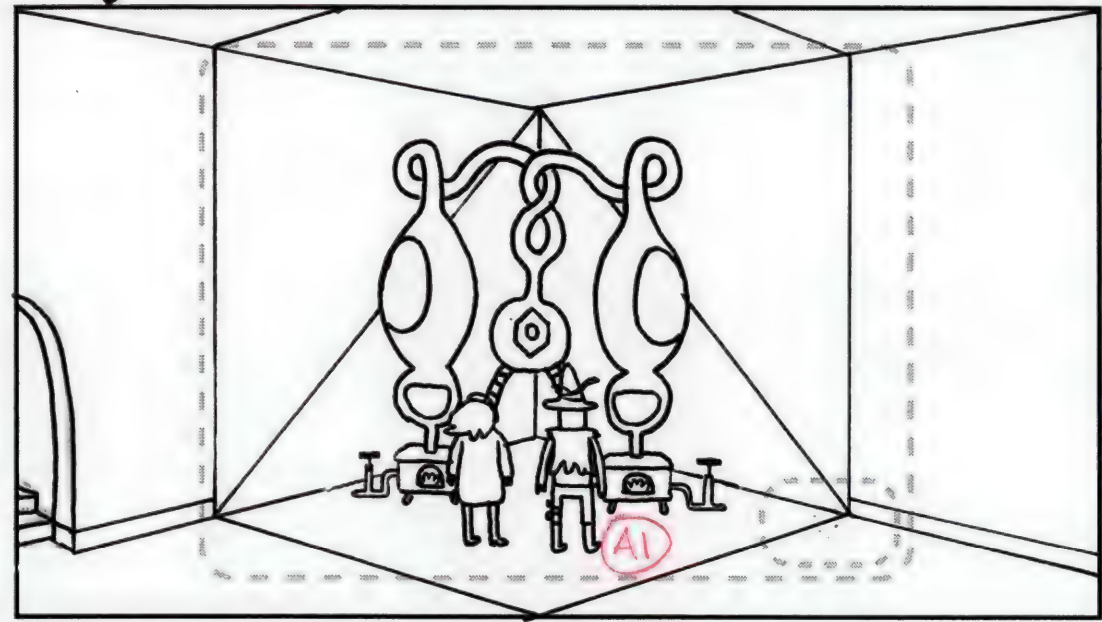
Production:

1025/197

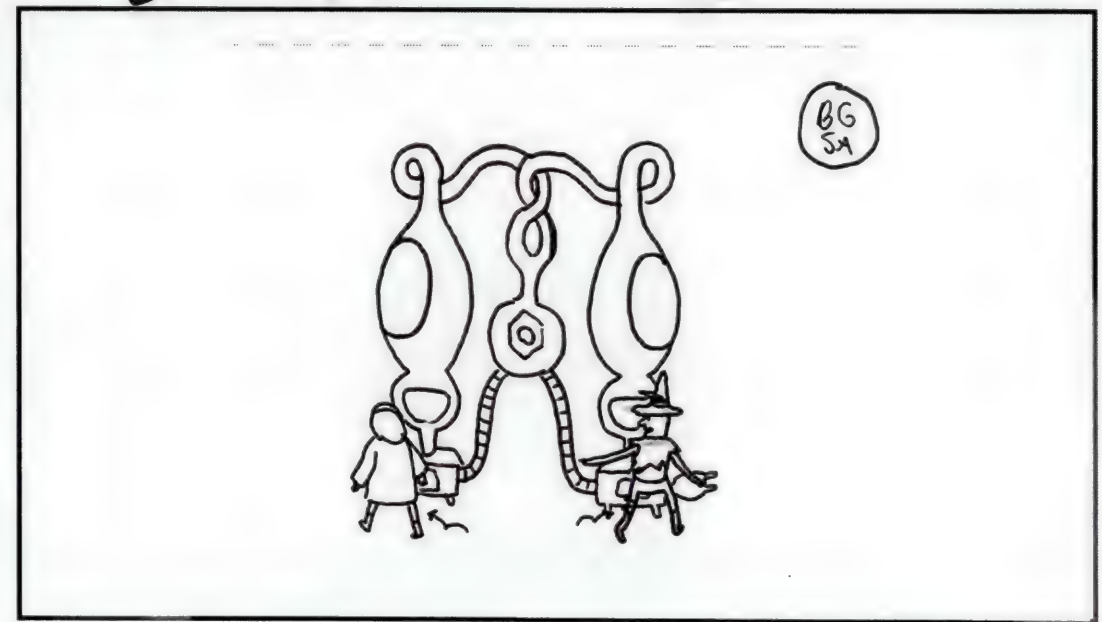
ADVENTURE TIME



Sc. **25** Pnl. **A** Bg. day night



Sc. **25 cont** Pnl. **B** Bg. day night



Dialog: magic man ① O F course! ② And then I'm gonna make it ③ rain on Mars in a bad way!

mm! FIRE up these ovens honey!

Action:



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Timing:

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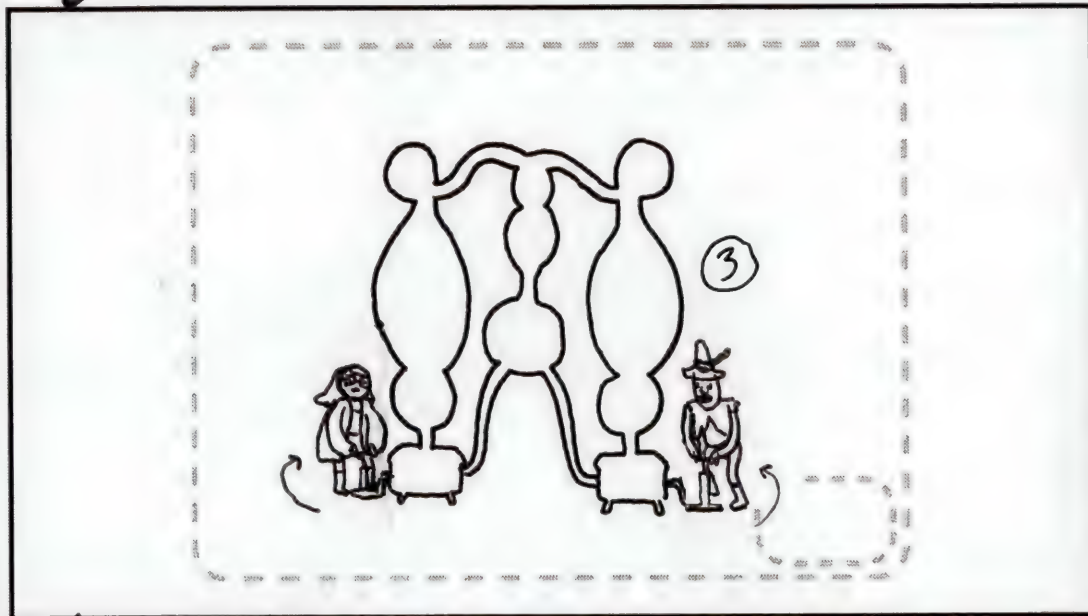
ADVENTURE TIME



Sc. **25 CONT** Pnl. **C**

Bg.

day night



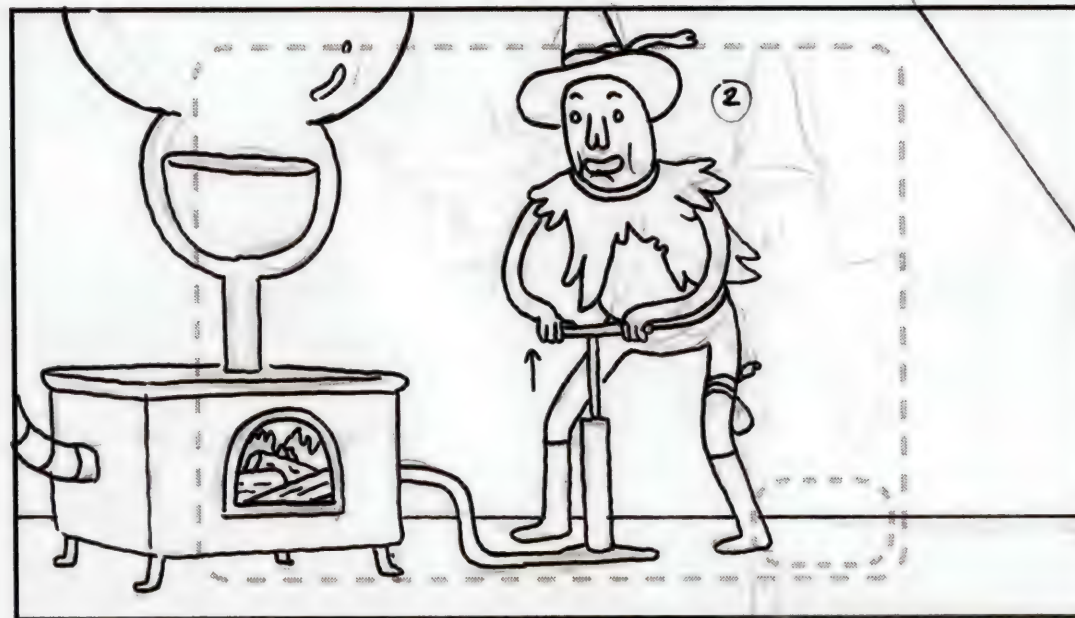
Sc. **26**

Pnl. **A**

Bg.

Page **56**

day night



Dialog:

-MM & Betty take position at two pumps.



MM/ This is exciting!

cycle 2+3

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Cut



ADVENTURE TIME

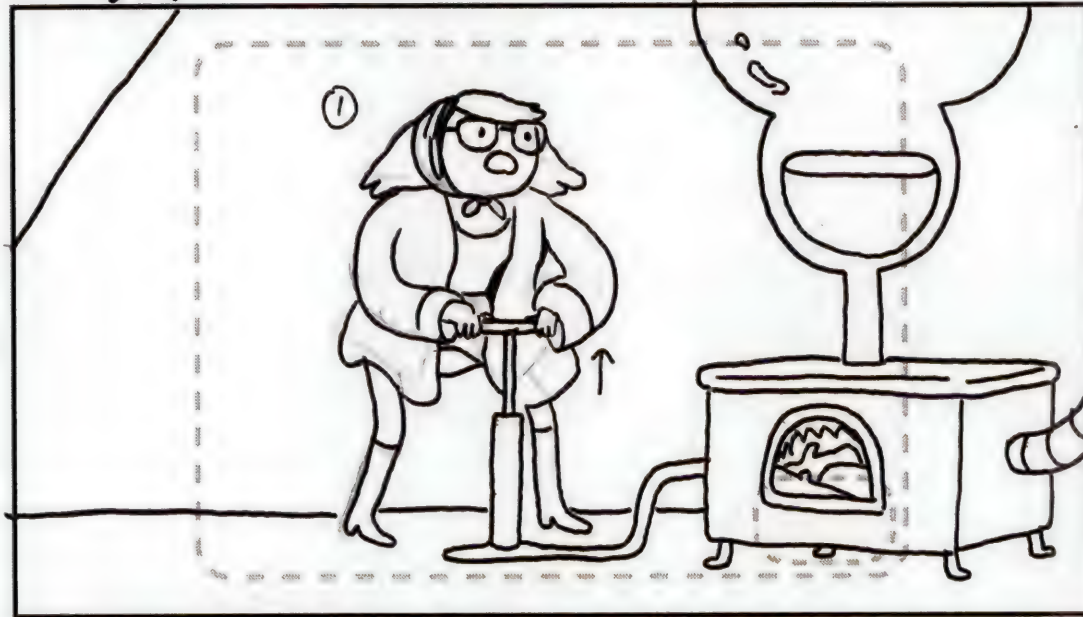
Page 57

Sc. 27

Pnl. A

Bg.

day night

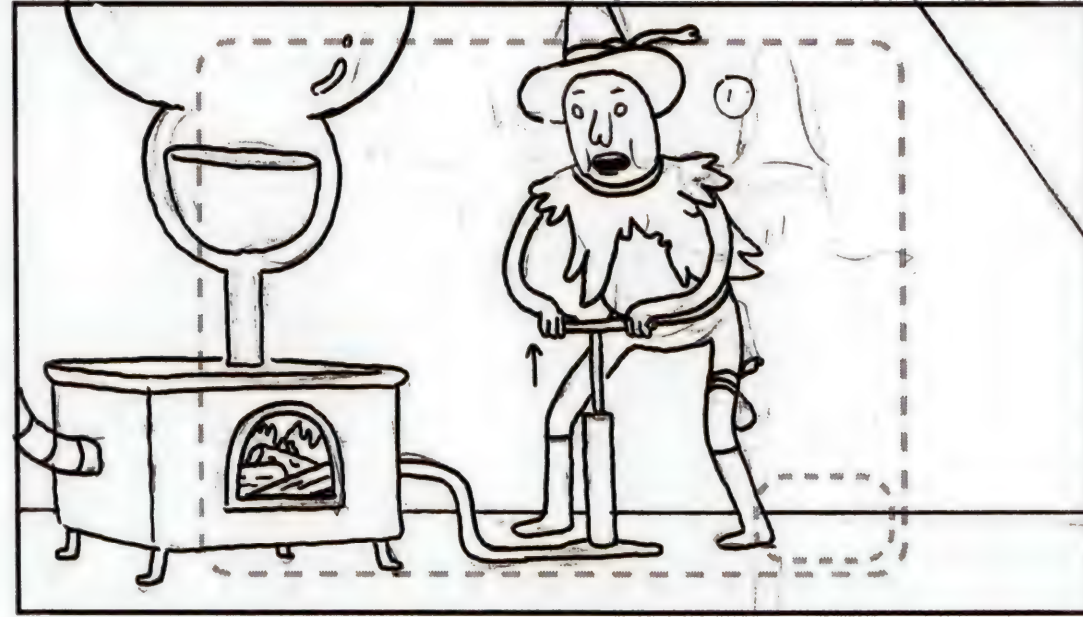


Sc. 28

Pnl. A

Bg.

day night



Dialog: Betty / A little sad though, right?

Action: cycle 1+2

Timing:



mm / which part?



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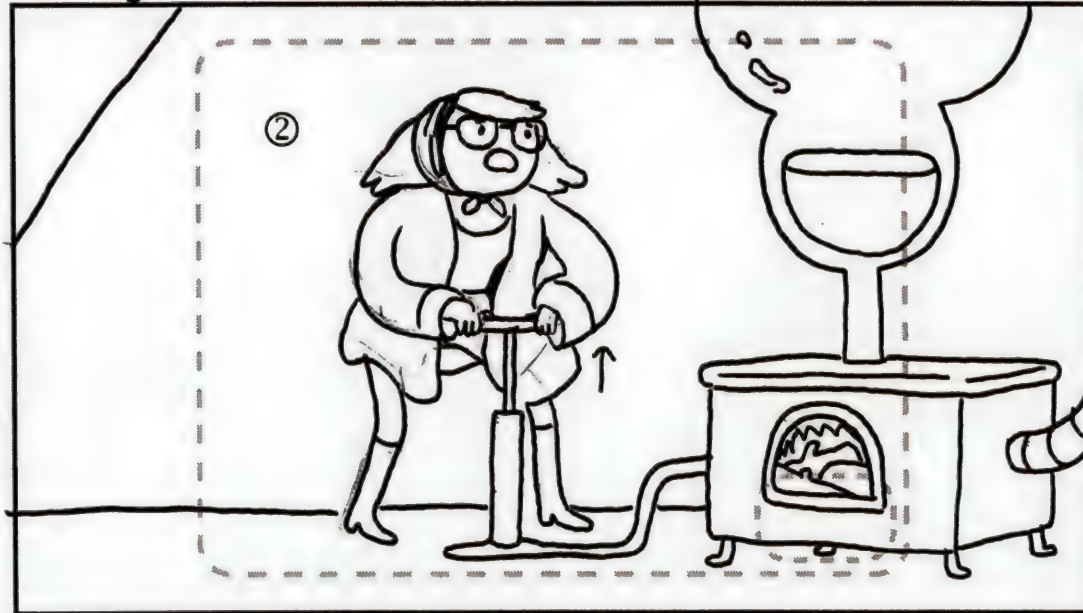
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ADVENTURE TIME

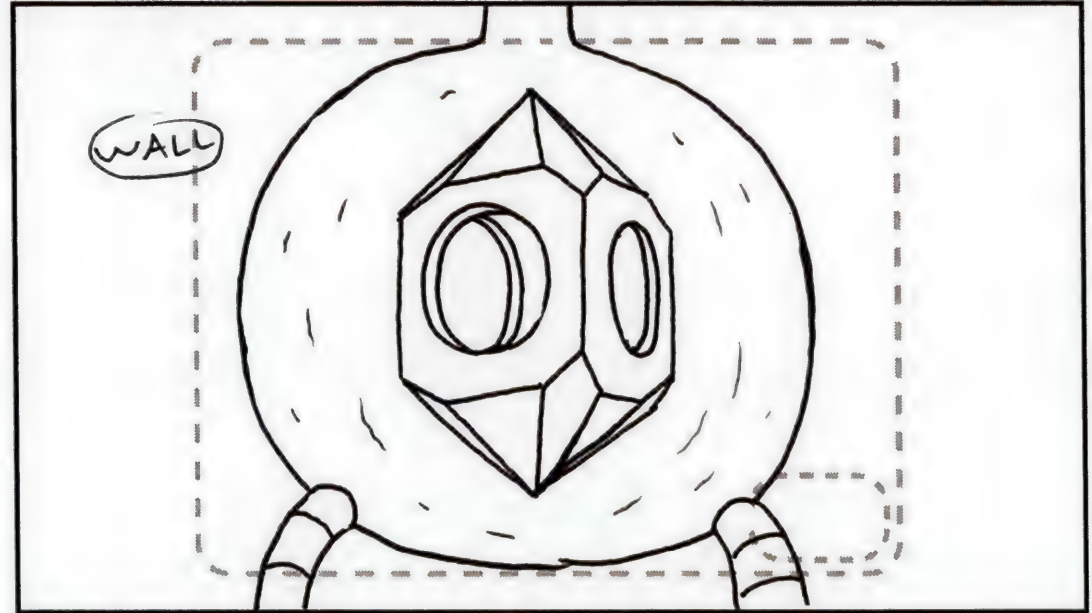


Page 58

Sc. **29** Pnl. **A** Bg. day night



Sc. **30** Pnl. **A** Bg. day night



Dialog: Betty / Your brother blowing up in space.

Action: cycle 1+2

Timing:



Betty (OS) / Doesn't that mess you up?

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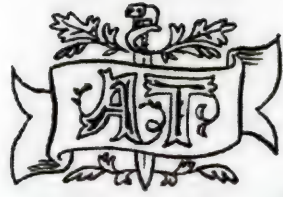
1025/197

1025/197

1025/197

Cut

ADVENTURE TIME

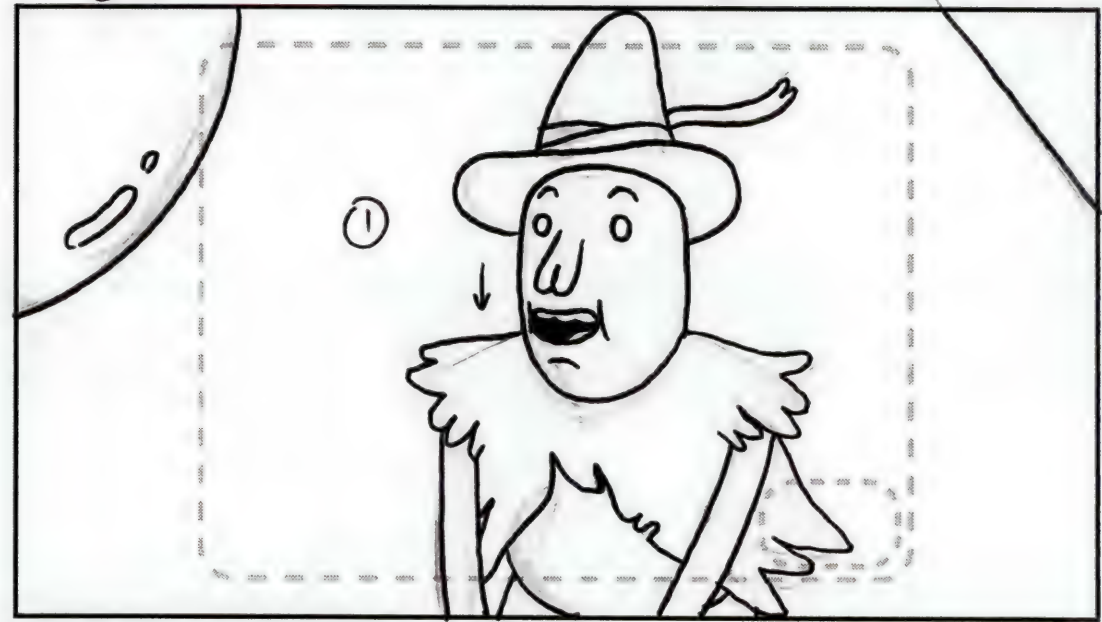


Sc. **31**

Pnl. **A**

Bg.

day night



Sc. **31 cont** Pnl. **B**

Bg.

day night



Dialog: mm/ Nothing messes me up. —————→

Action: cycle 1+2

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Timing:

Cut

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1025/197

Cut
Sc. 32

ADVENTURE TIME

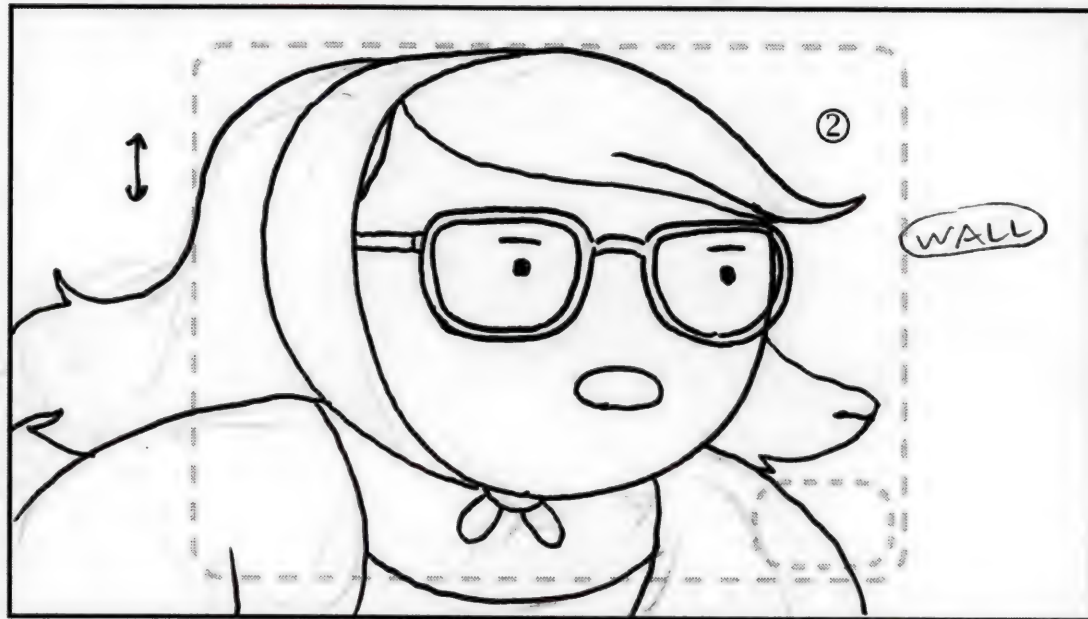


Cut

day night

Pnl. A

Bg.

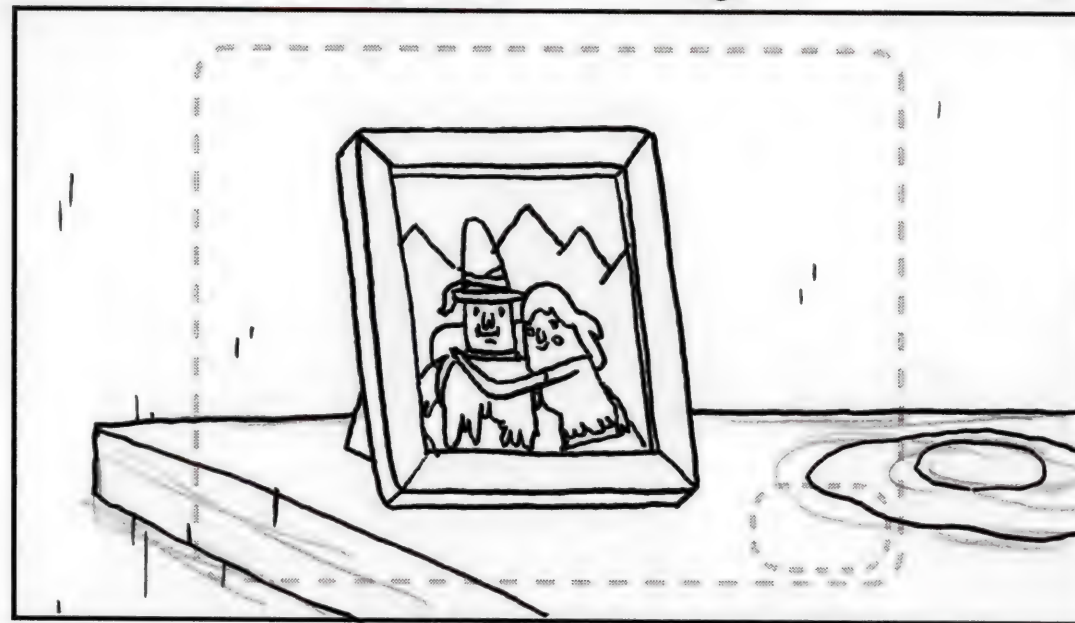


Sc. 33

Pnl. A

Bg.

Page 60
day night



Dialog:

Betty! I don't believe that.

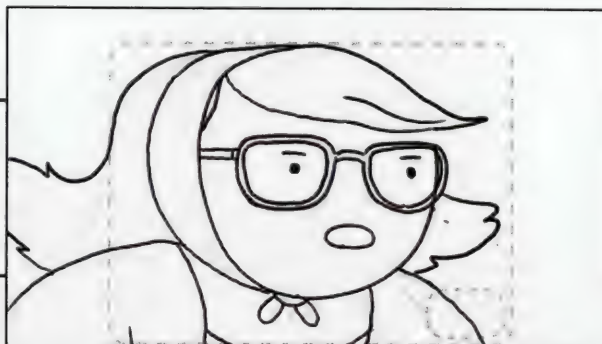
Betty / ^(OS) Like, who is Margles and why is there a picture of her on your shelf?

Action:

- CU OF PICTURE ON SHELF.

Timing:

①



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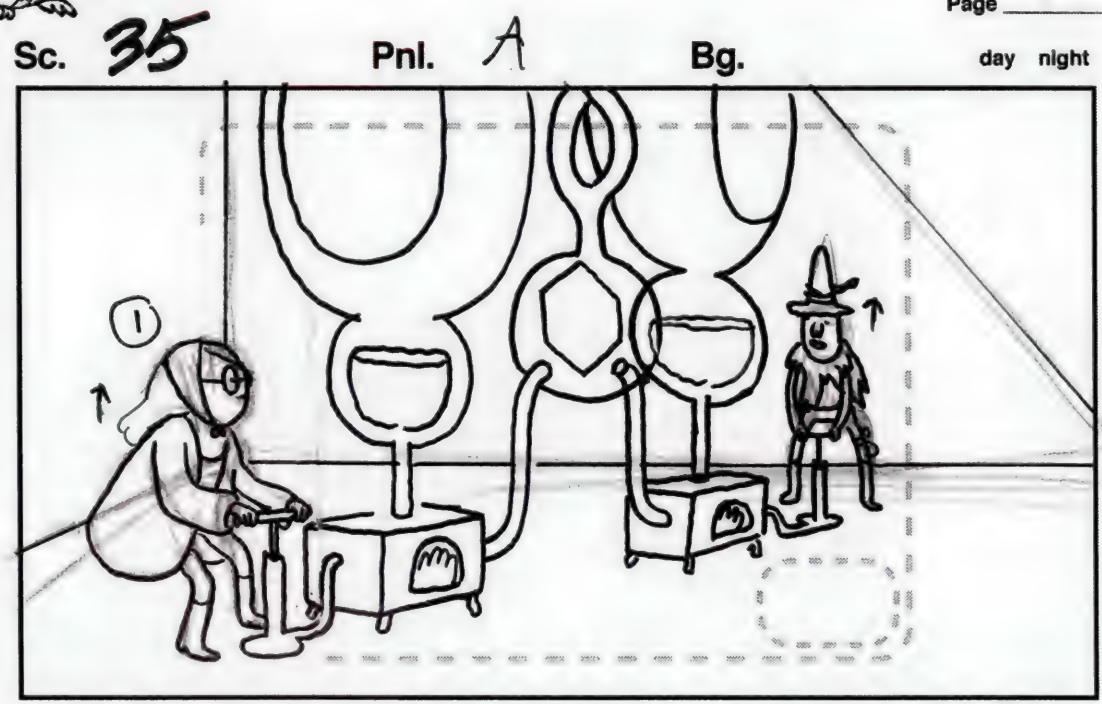
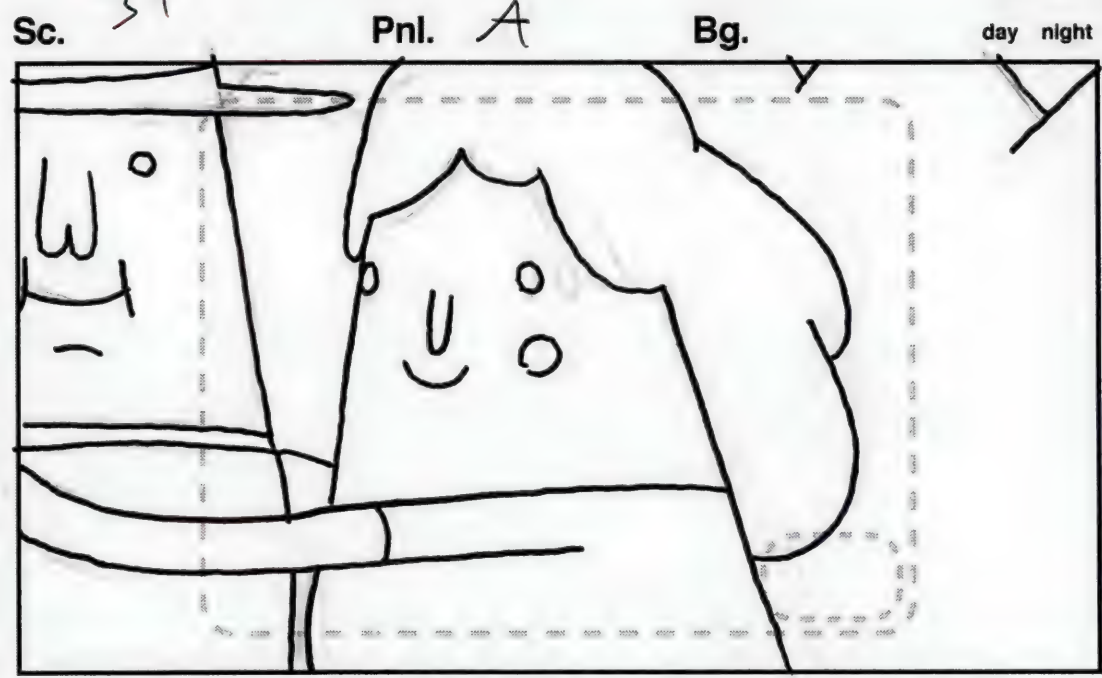
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Ho
cut
34

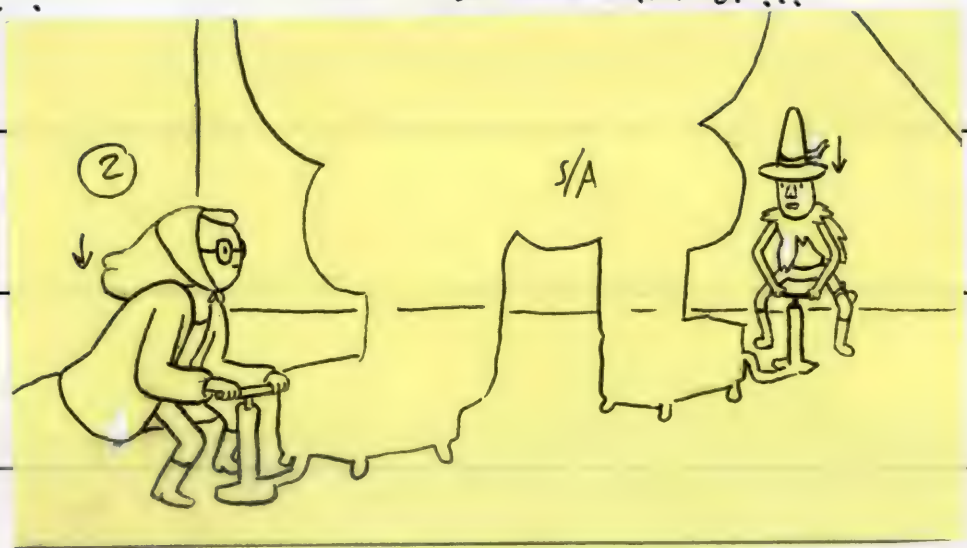
ADVENTURE TIME



Cut



Dialog:	Betty/ something there connects to who you are and your magic!	MM/ someone shines a light into my dark wizard matter...
Action:		
Timing:		



- cycle ①, ②, ①, ②, etc.
SEP 18 2014

Ho
cut

EPISODE #

Production:

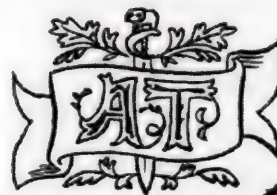
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140
Cut
Sc. 36

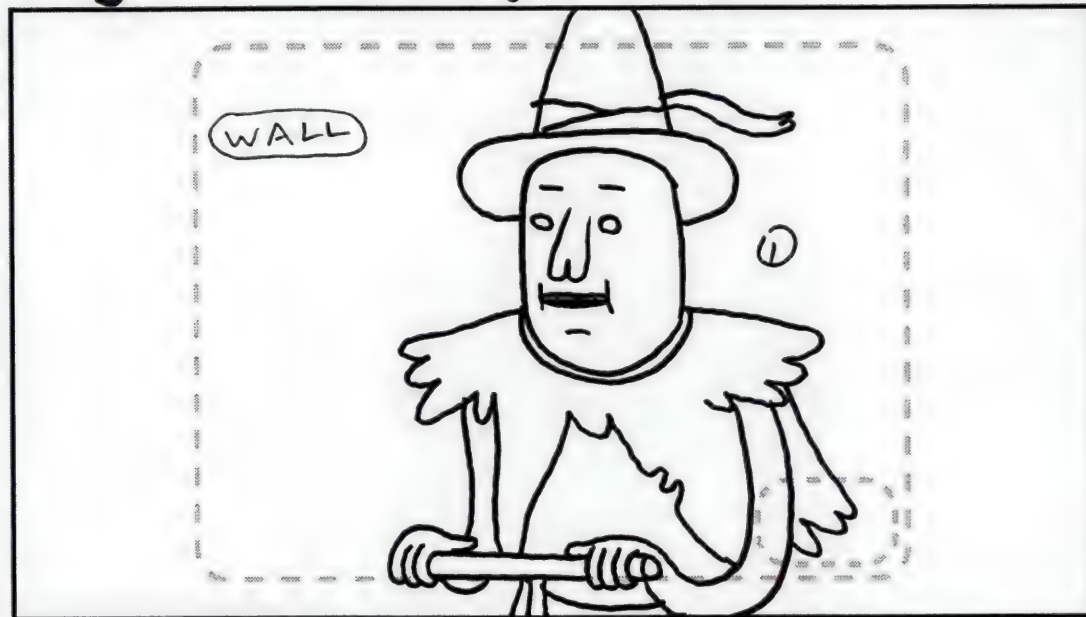
ADVENTURE TIME



day night

Pnl. A

Bg.



Sc. 36 cont Pnl. B

Bg.


 Page 62
 62A NEXT
 day night

Dialog: MM / ① A way ② to uncloze the circuit ③ —————> of magic...


 - MM DRAWS
 GLOWING CIRCLE
 IN AIR.

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ADVENTURE TIME



Page 62A
NEXT
day night

Sc. 36 *CONT*

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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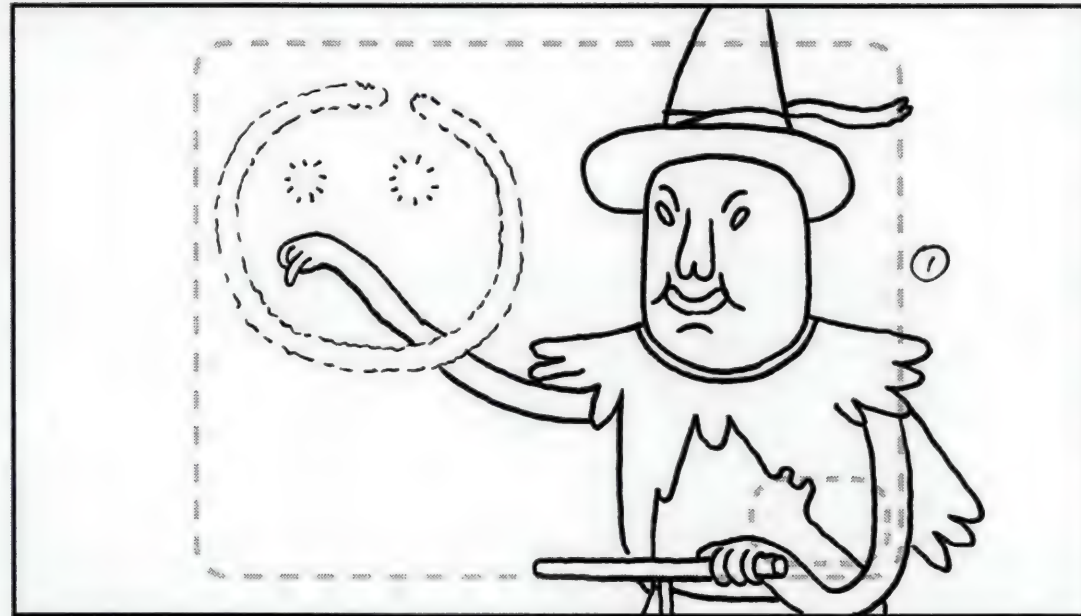
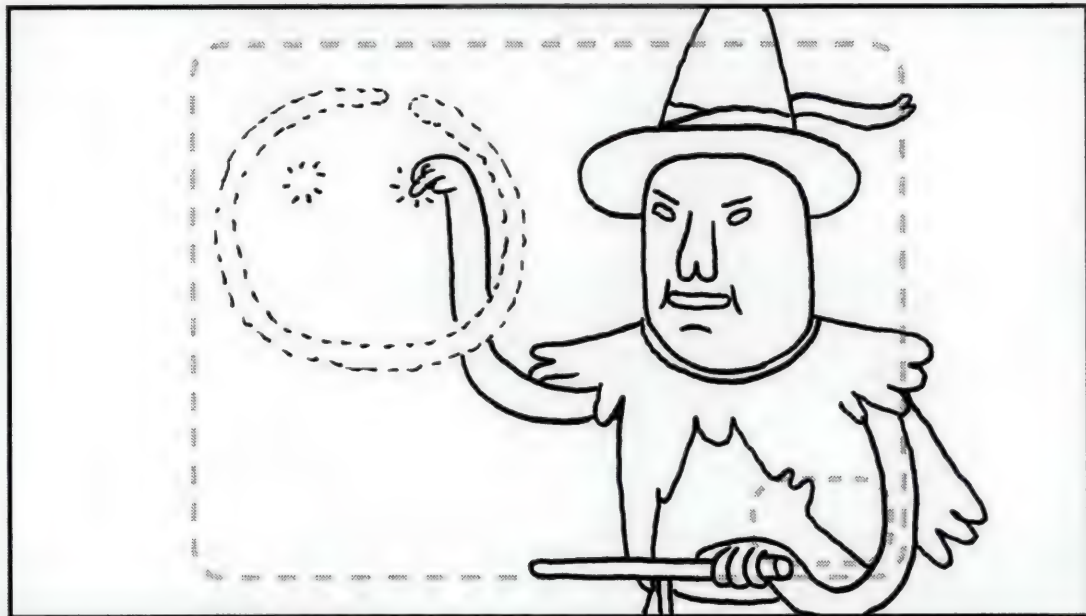
Page 63

Sc. 36 cont Pnl. C Bg.

day night

Sc. 36 cont Pnl. D Bg.

day night

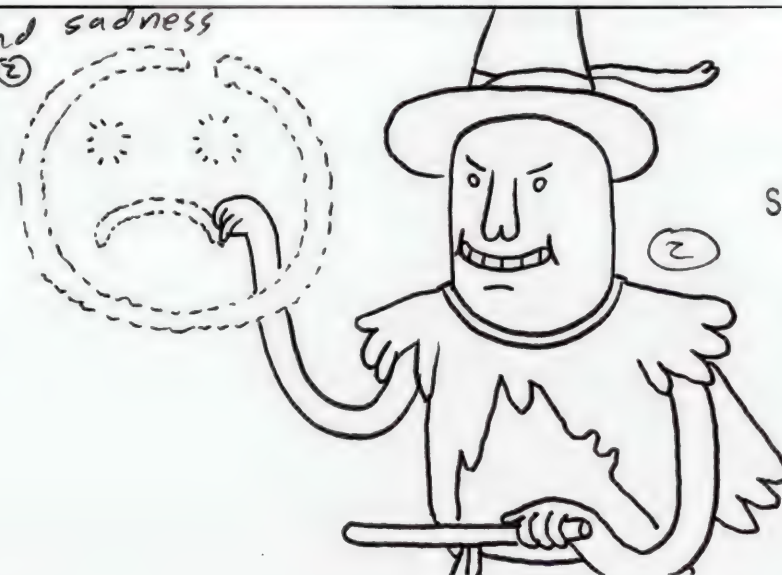


Dialog: mm/... madness...

Action:

Timing:

mm/...and sadness
① → ②



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Cut

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Cut

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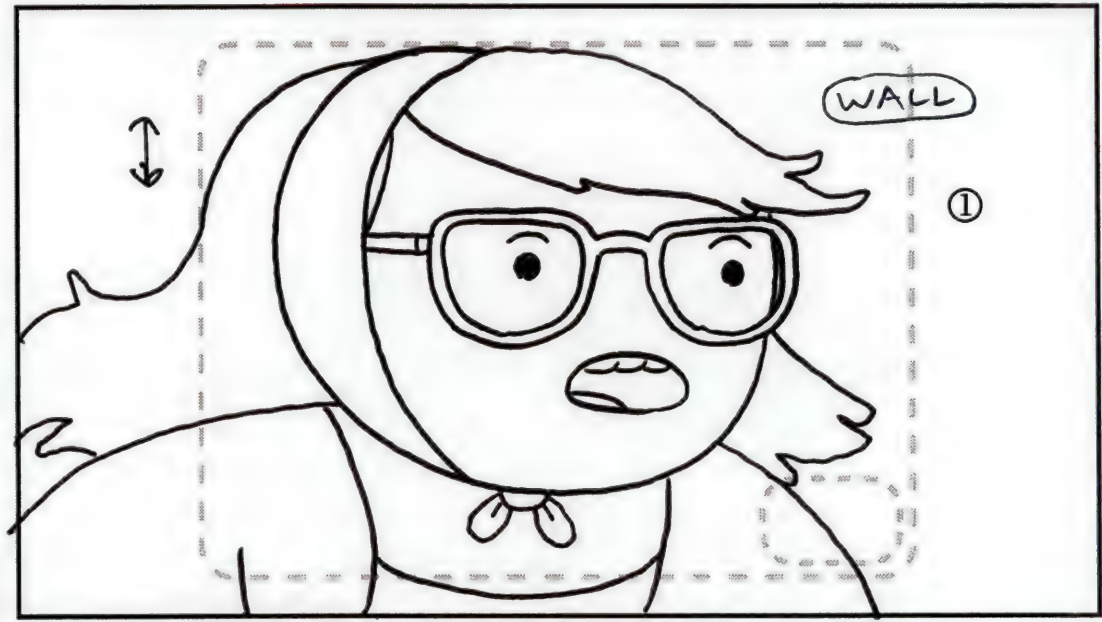


Sc. 37

Pnl. A

Bg.

day night



Sc. 37 CONT

Pnl. B

Bg.

day night



Dialog: Betty / That's right!

Action: Betty still pumping up and down

Timing: ②

Betty / ① M.M.S. runs through ② all Magic Users.

adjust glasses



Cut

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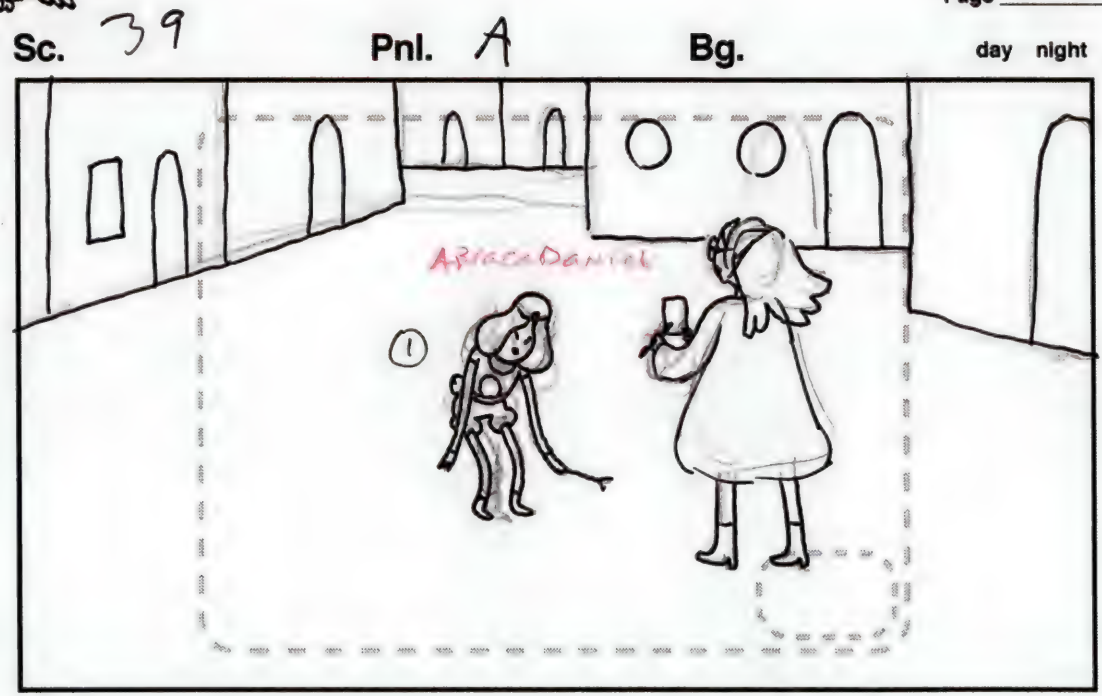
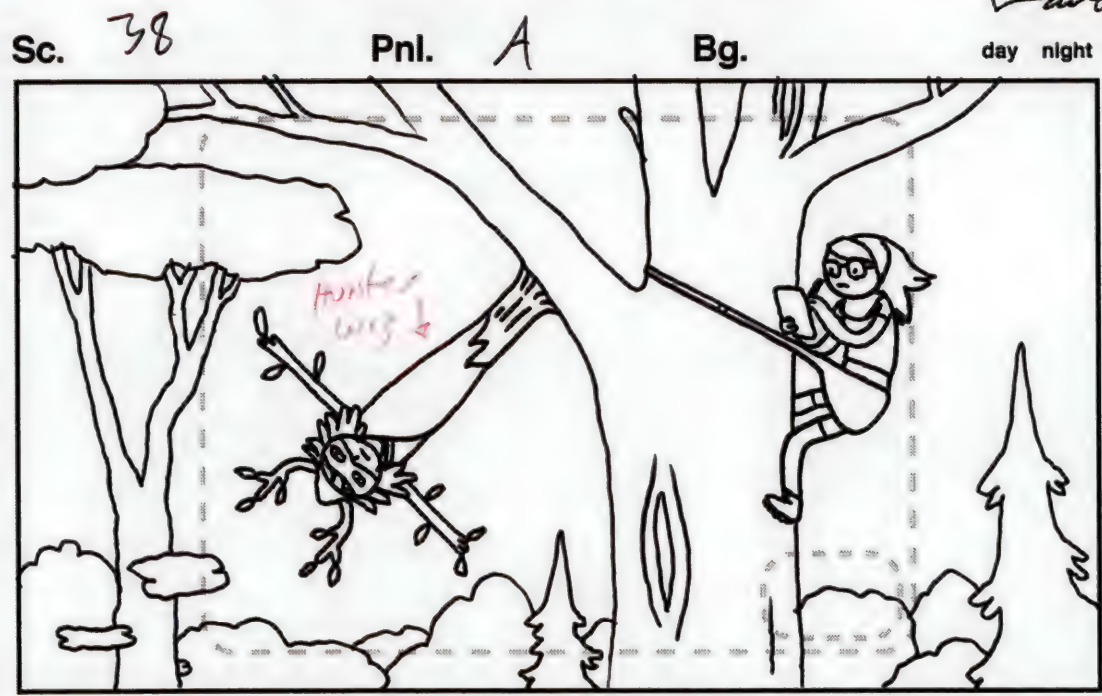
Cx
Cut

ADVENTURE TIME



Cut

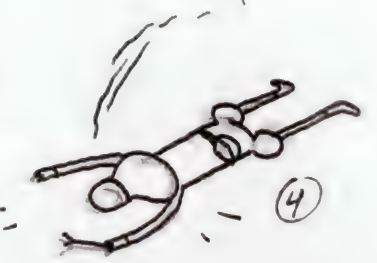
Cut



Dialog: Betty (os) / I hung out with scores of them... all displaying varying degrees of magic —

Action:

Timing:



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Cut

ADVENTURE TIME

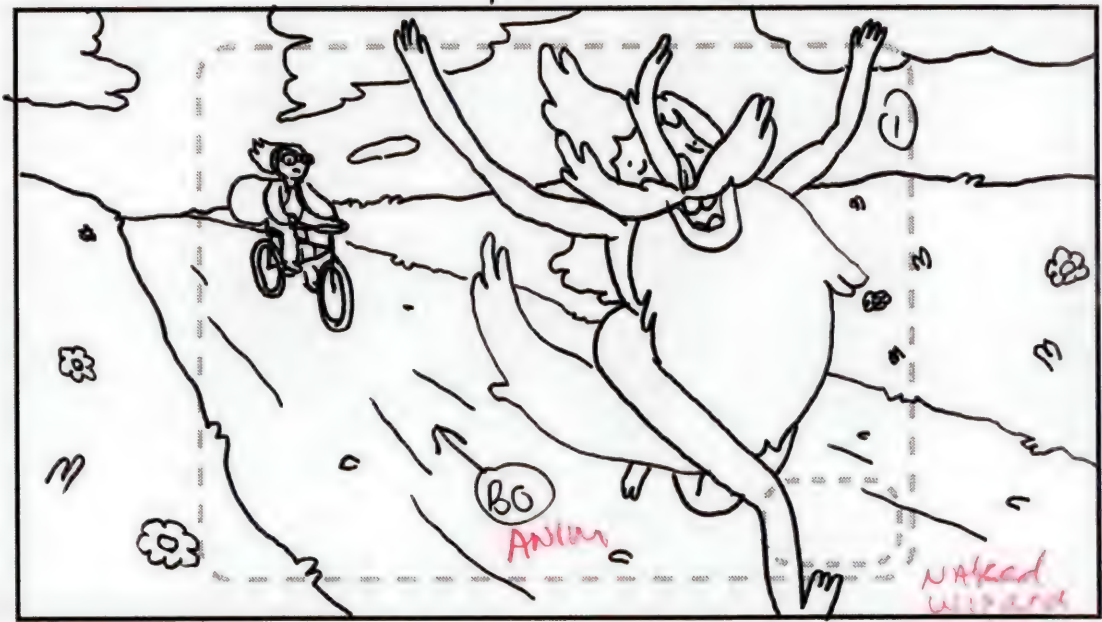


Sc. 40

Pnl. A

Bg.

day night



Sc. 40 cont

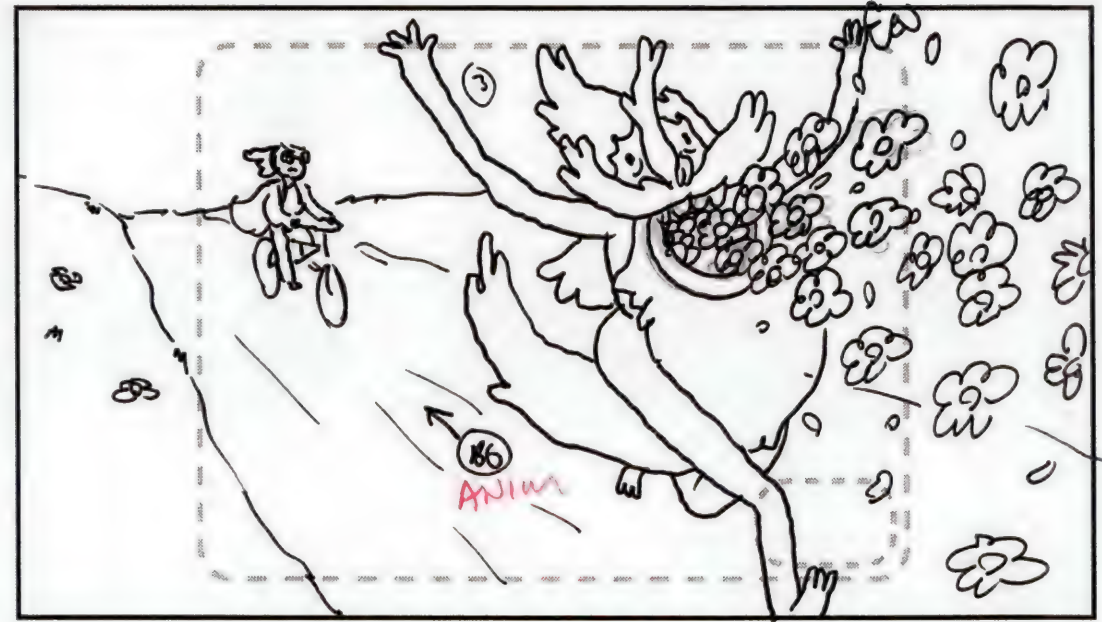
Pnl. B

Bg.

day night

Page 66

Cut



Dialog: Betty (os) / - Madness...

Action:

Timing:



- Naked Wizard
spits flowers out of mouth
while running

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Cut

ADVENTURE TIME

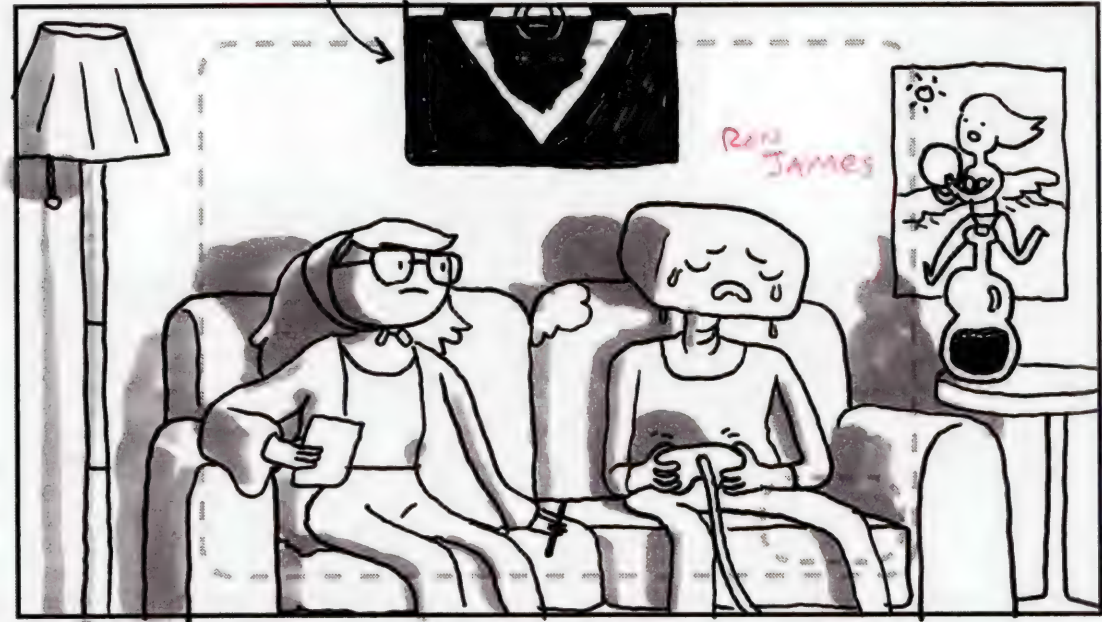


Sc. 41

Pnl. A

Bg.

day night

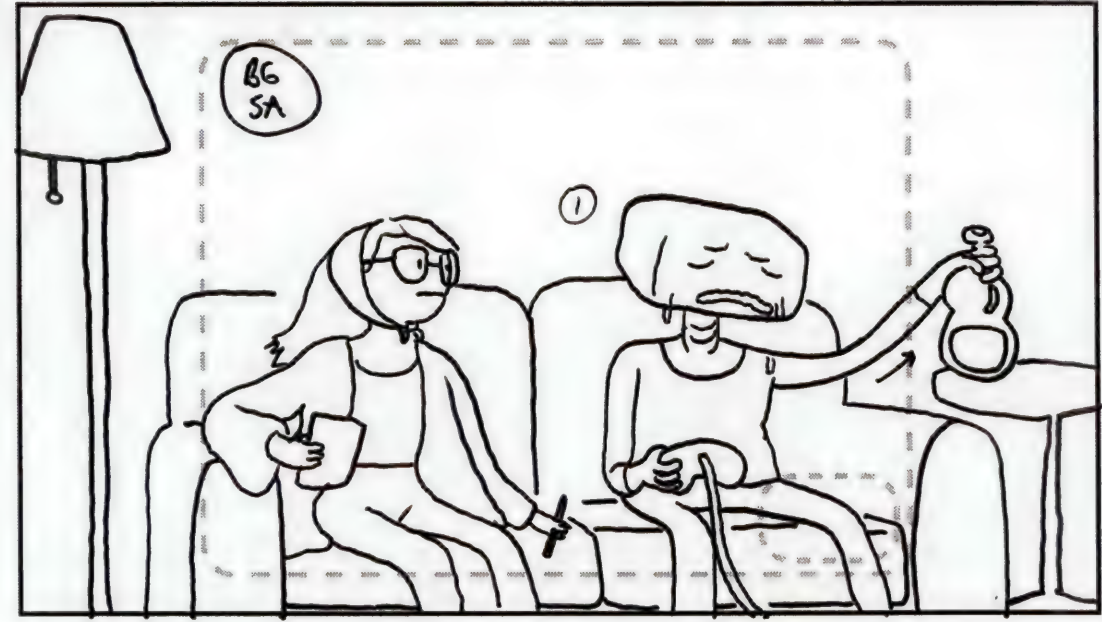


Sc.

41 CONT Pnl. B

Bg.

day night



Dialog: Betty (os) / And sadness.

Action: - light shining from video game flickering
- Ron JAMES PLAYS VIDEO GAMES AND CRIES.

Timing:

Betty / (os) studying these symptoms could lead --



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ADVENTURE TIME

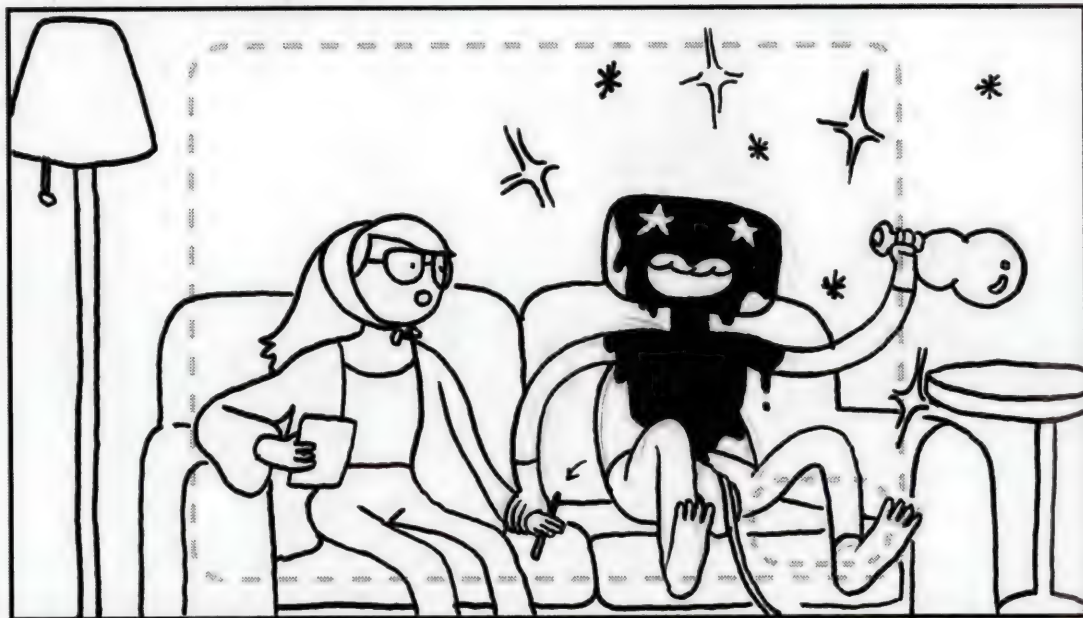


Page 68

Sc. 41 CONT Pnl. C

Bg.

day night



Sc. 41 CONT Pnl. D

Bg.

day night



Dialog:

Betty / (cont) me to their underlying cause

Action:

- RON JAMES
WAVES HIS ARMS.

Timing:



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Cut
ADVENTURE TIME



the cut

Page **69**

Sc. **50**

Pnl. **A**

Bg.

day night



Sc. **50 CONT**

Pnl. **B**

Bg.

day night



Dialog:

*Betty (os) / (cont) and then I'll control
the forces that —————> hold sway over Simon.*

Action:

- truck out from CROWN

end truck out on Ice King sleeping on toilet

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Timing:

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Cut

ADVENTURE TIME



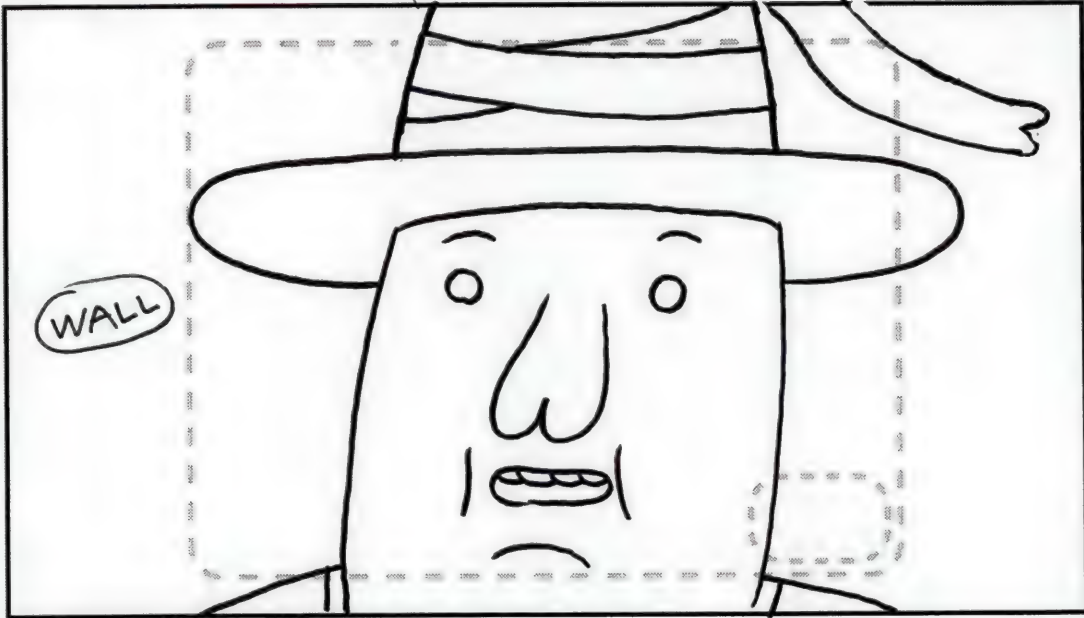
Cut

Sc. 51

Pnl. A

Bg.

day night



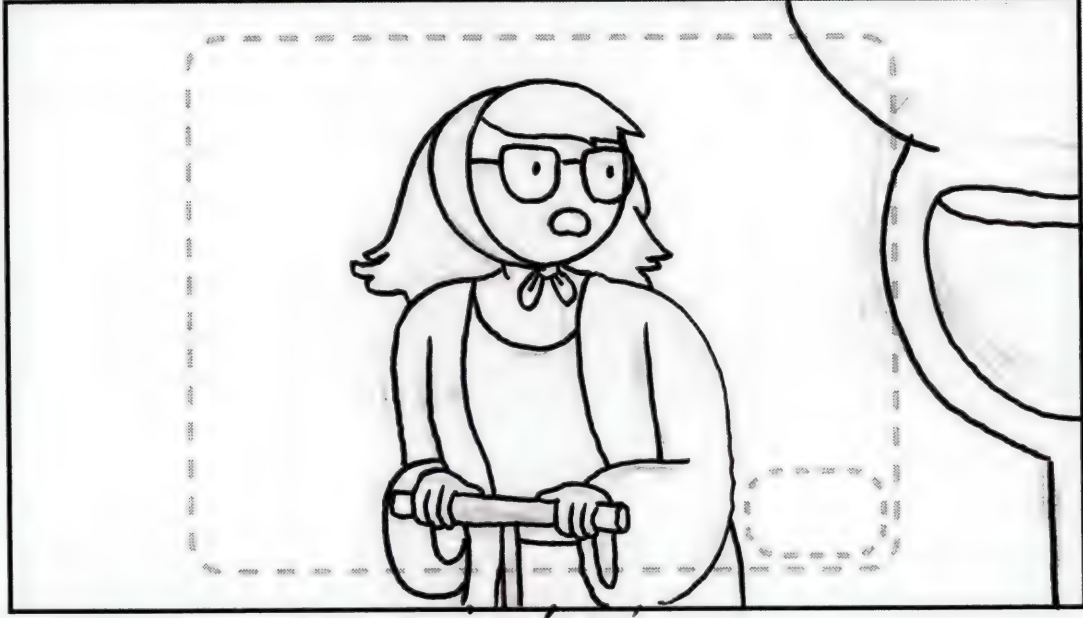
Sc. 52

Pnl. A

Bg.

Page 70

day night



Dialog:

mm / I see!

Action:

Timing:

Betty / You see what?



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Cut

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Cut

ADVENTURE TIME



Cut

Page 71

Sc. 53

Pnl. A

Bg.

day night

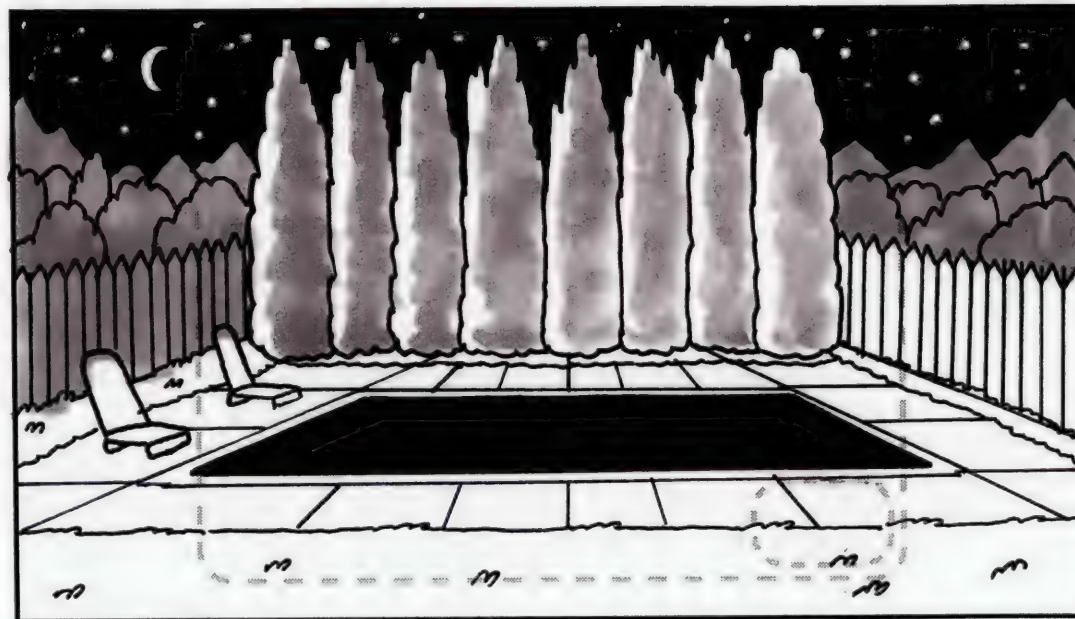


Sc. 54

Pnl. A

Bg.

day night



Dialog:

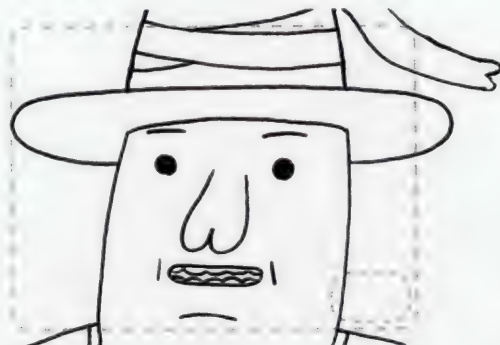
Magic Man/ The coconut crab who swims
in your neighbor's pool at night ...

NM/ (es) Maybe Simon's in there too

Action:

Timing:

②



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1025/197

Hu
Cut

1025/197

Ho
Cut

ADVENTURE TIME



Cut

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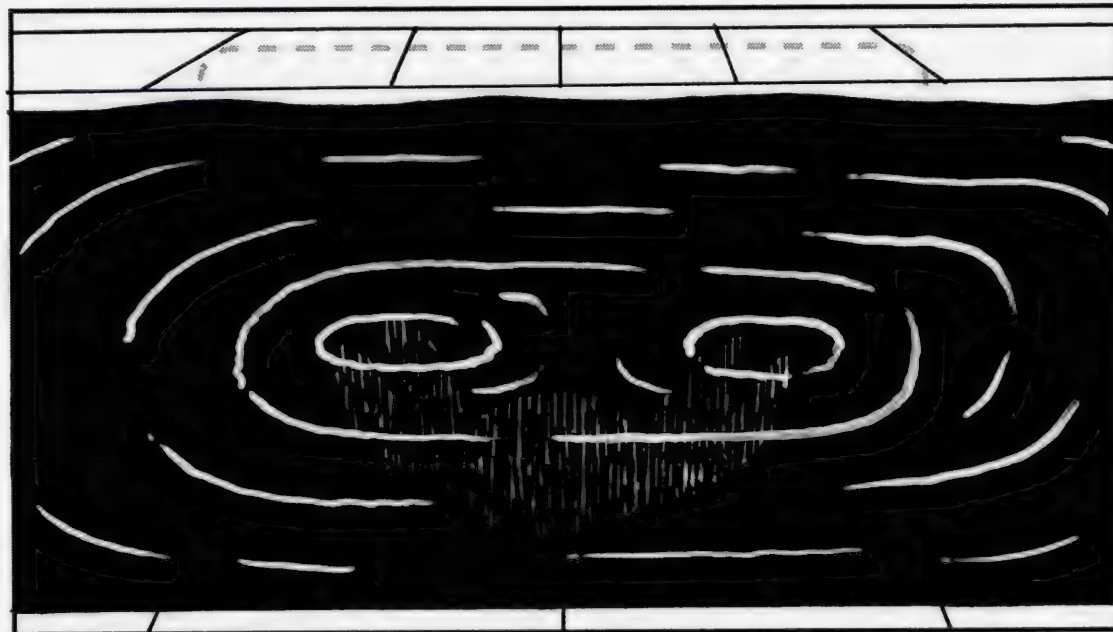
Cut

Sc. 55

Pnl. A

Bg.

day night

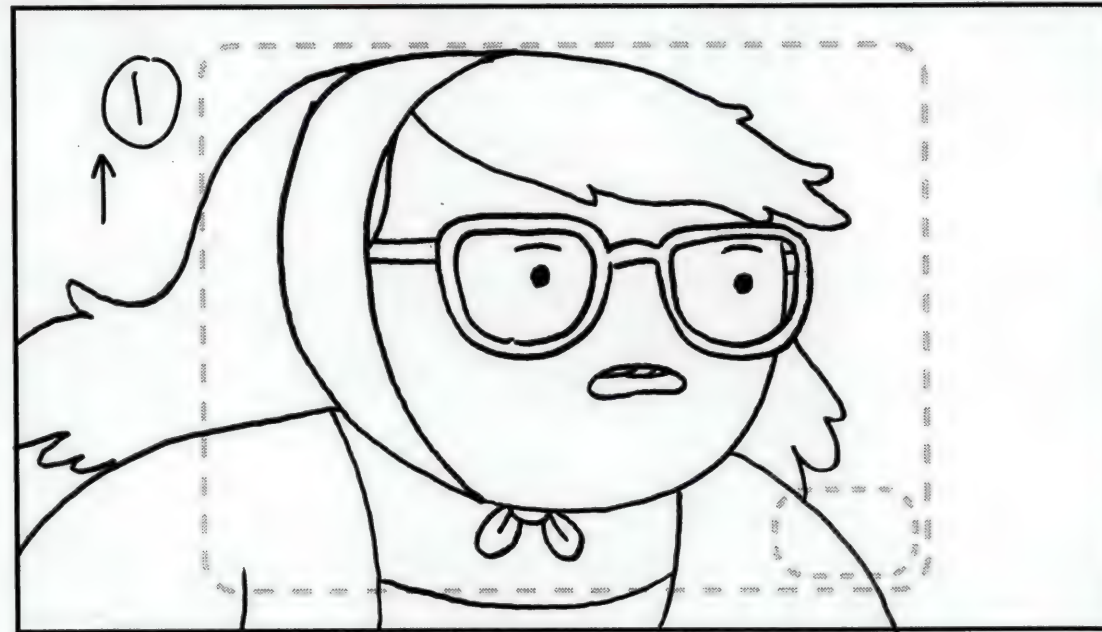


Sc. 56

Pnl. A

Bg.

day night



Dialog:

MM(OS) / Who else holds their breath
in there, Betty?

Betty / All magic users swim in the
loomy gloom

Action:

- the darkened figure of a large crab
lies under the water

cycle
①②①②, etc.

Timing:



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Cut

ADVENTURE TIME



Cut

Sc. 57

Pnl. A

Bg.

day night

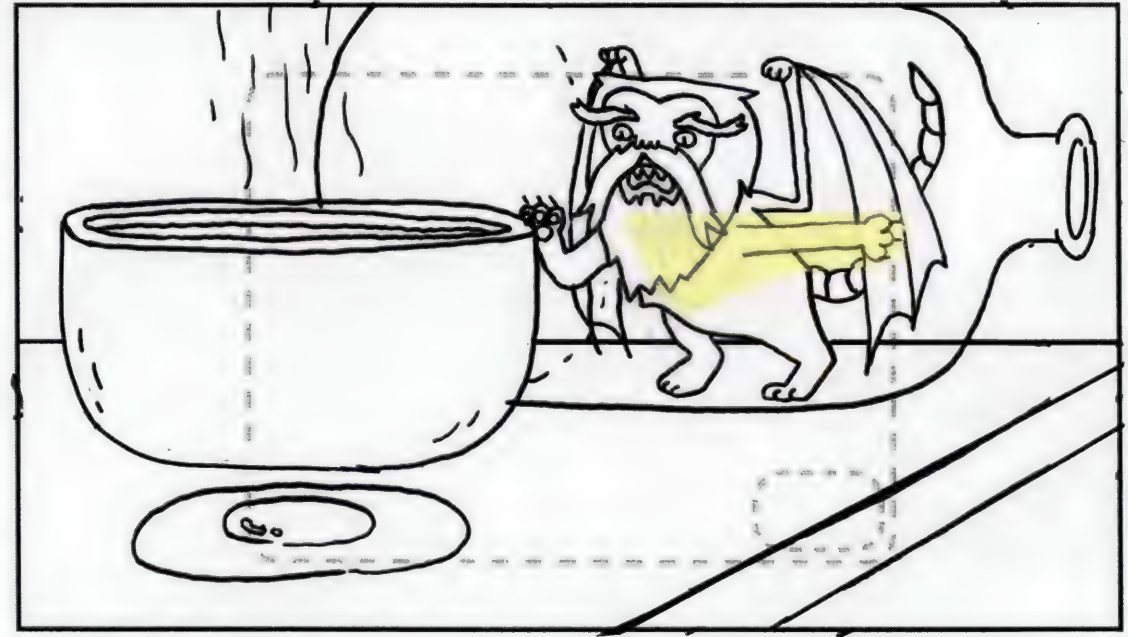


Sc. 57 cont

Pnl. B

Bg.

day night



Dialog:	<u>Tiny M</u> / Finn + Jake... If you can hear me, listen! — There's a lady down stairs. She thinks she can save her bf Simon by finding the source of magic.
Action:	SEP 18 2014
Timing:	

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Cut

ADVENTURE TIME



Cut

Page 74

Sc. 58

Pnl. A

Bg.

day night

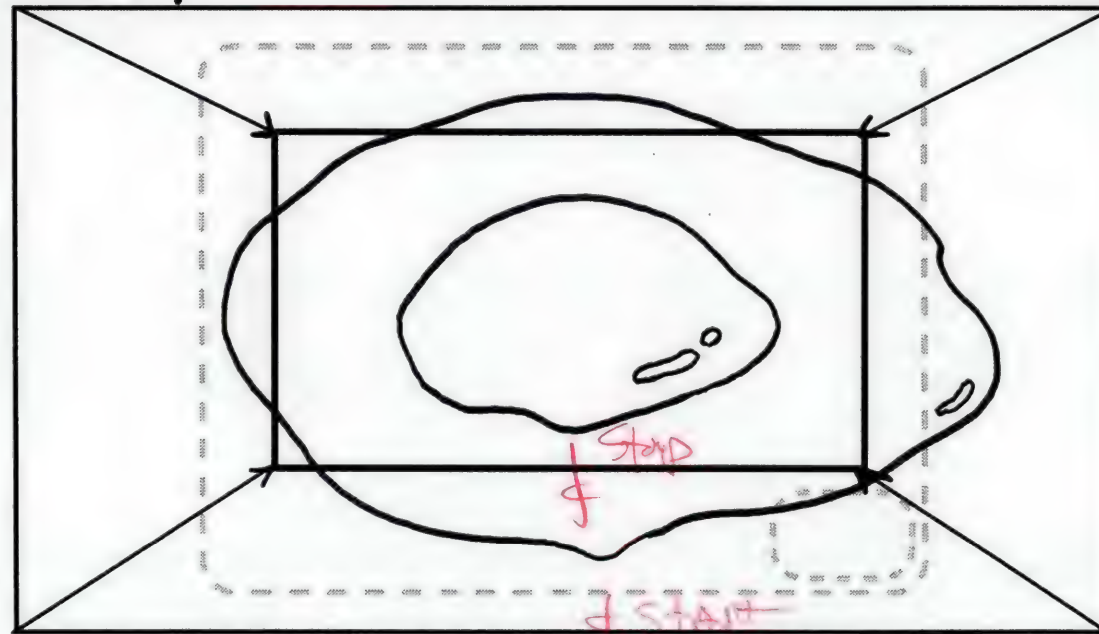


Sc. 59

Pnl. A

Bg.

day night



Dialog:

Tiny M / (os) something about "sadness" and "madness" but she ain't gonna find jack squat!

Action:

- truck in on egg

SEP 18 2014

Timing:

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Production:

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Cut

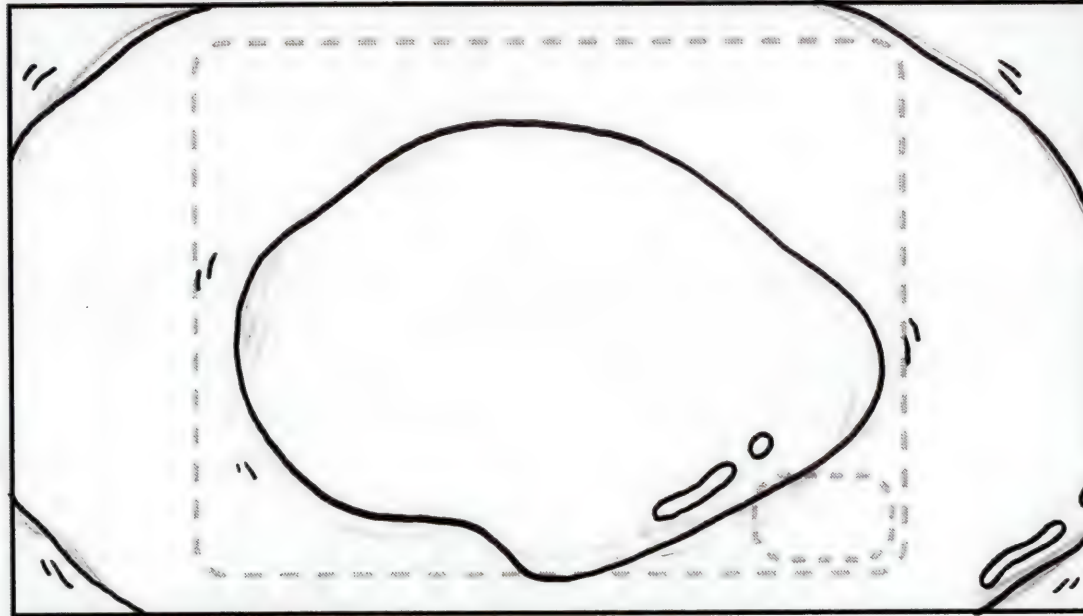
ADVENTURE TIME

Page 75

Sc. 59 *CONT* Pnl. B

Bg.

day night



Sc. 60

Pnl. A

Bg.

day night



Dialog:

Tiny M/ He's gonna make her a talking skateboard - -

Tiny M/ (cont) or something stupid like that

Action:

- egg quivers
end truck-in

(B1)

Timing:



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ADVENTURE TIME



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Sc. 60 *CONT* Pnl. B Bg. day night



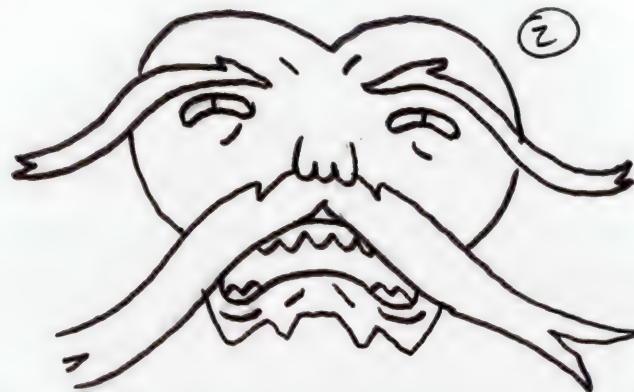
Sc. 61 Pnl. A Bg. day night



Dialog: Tiny Manticore ① I can't help because I'm
② psychologically powerless

Action:

Timing:



Tiny M ① But you are heroes ② and I believe in you!

- egg quivering

sp



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Sc. 61 *CONT* Pnl. B

Bg.

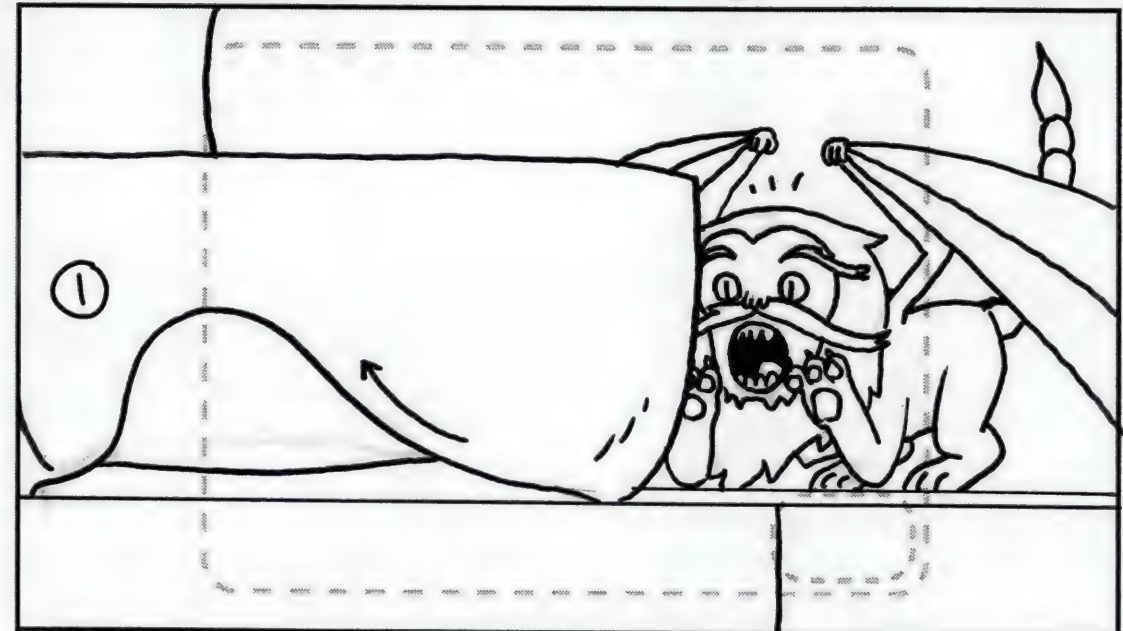
day night



Sc. 61 *CONT* Pnl. C

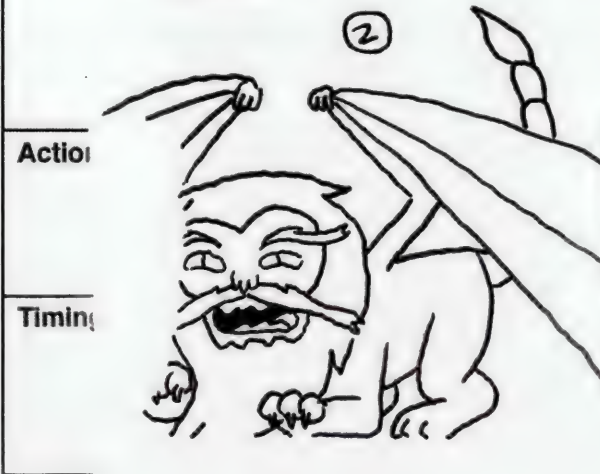
Bg.

day night

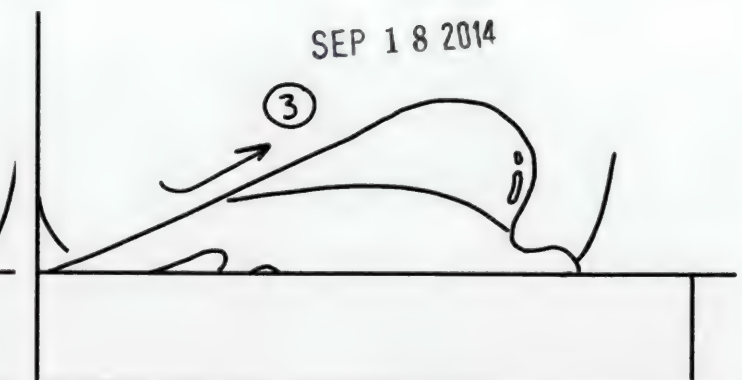
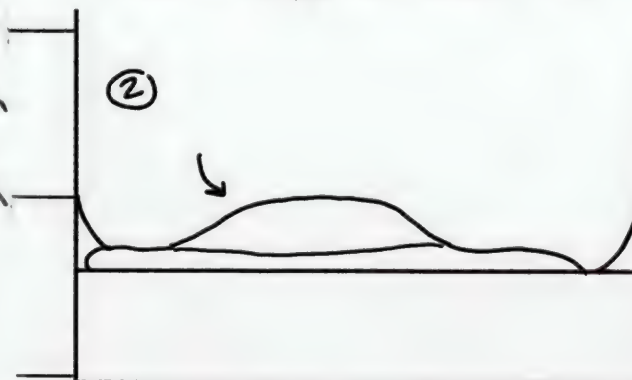


Dialog: Tiny M/ ① I believe ! ② You hear me !? ③ PLEASE!

Tiny M :: GASP ::



-Finn egg lurches up



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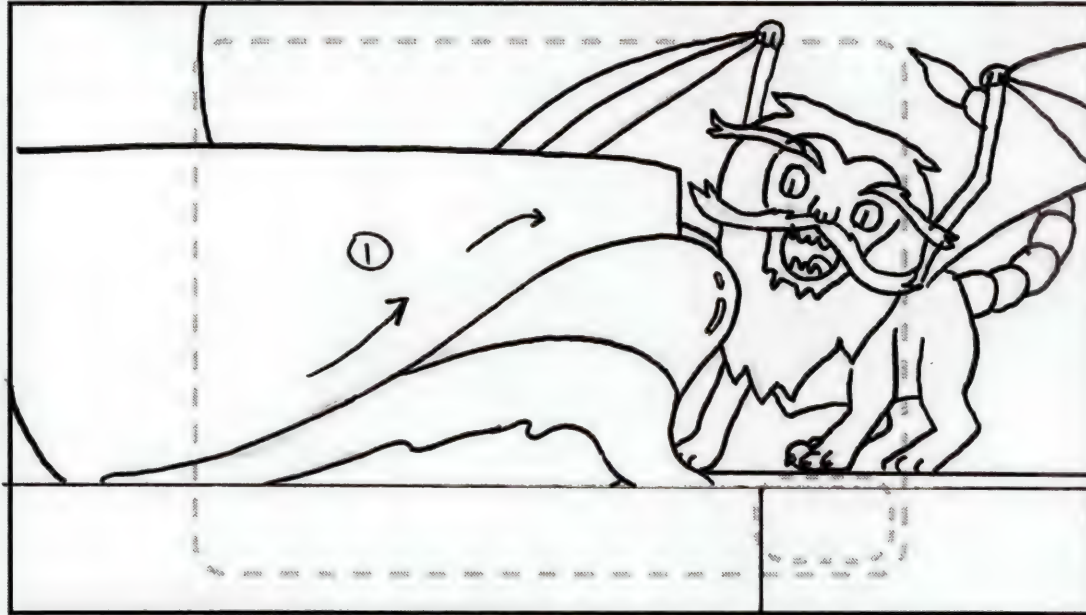
1025/197
Gurjan B

ADVENTURE TIME

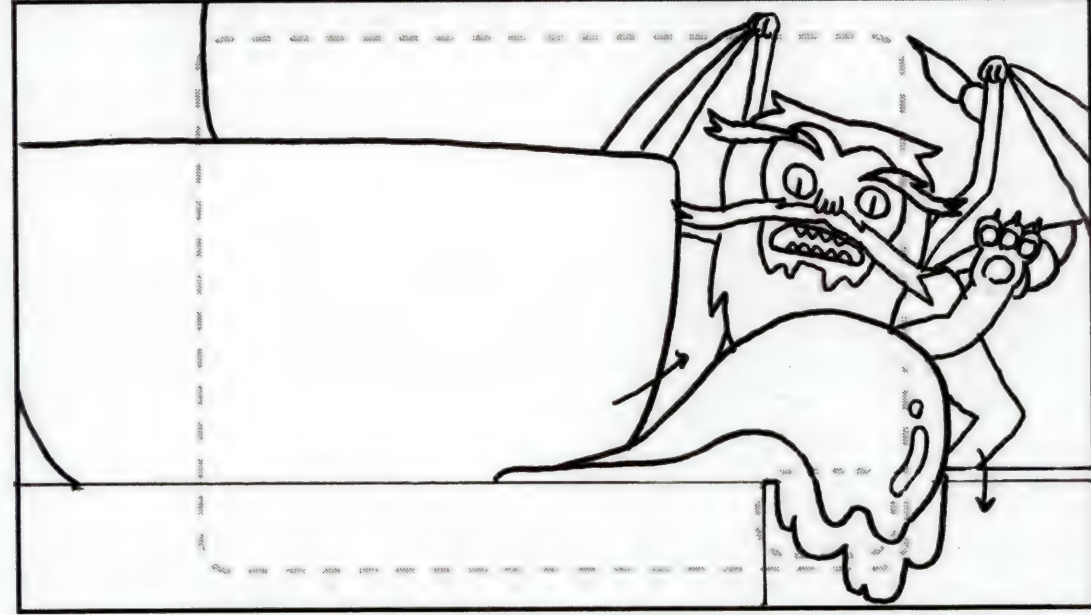


Page 78

Sc. 61 CONT Pnl. D Bg. day night



Sc. 61 CONT Pnl. E Bg. day night



Dialog: Tiny M/O GO JAKE OR FINN!
① WHICH EVER! ③

TM/ SAVE HER!

Action:

Timing:



- EGG PULLS ITSELF
ACROSS SHELF

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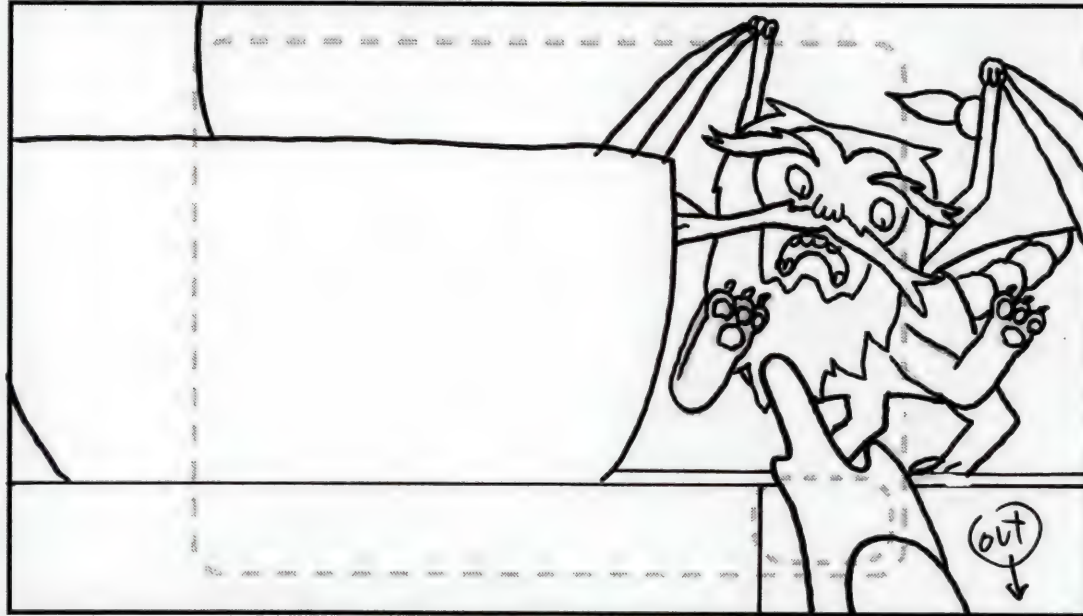
1025/197

ADVENTURE TIME

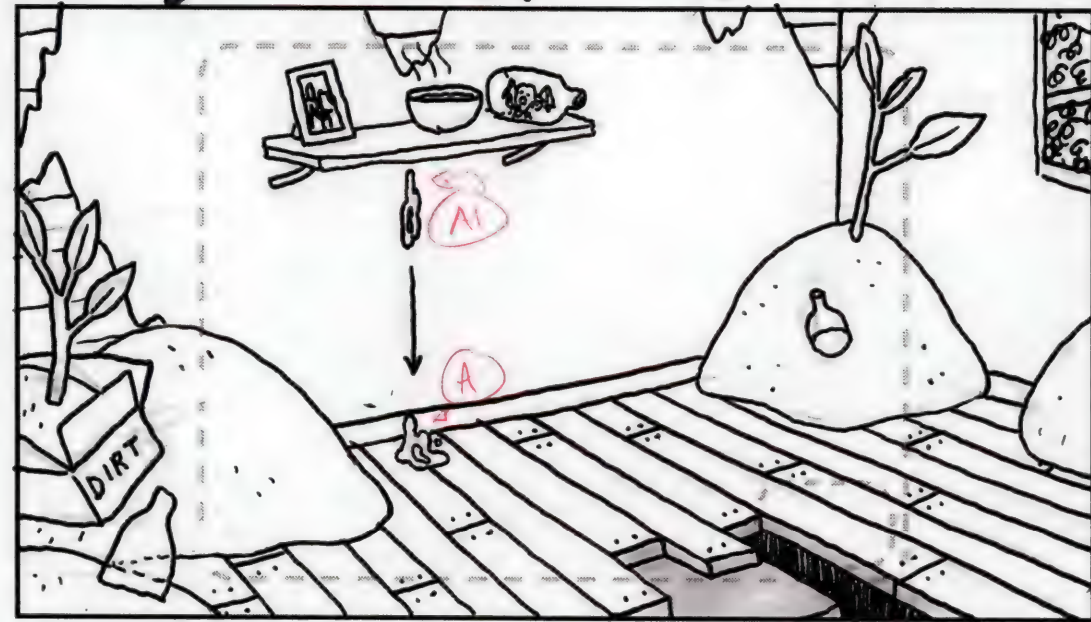


Page 79

Sc. 61 *CONT* Pnl. F Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog: *Tiny M/ WAIT!*

Tiny M/ NOOO!

sfx/splat



Action:

- EGG LANDS ON FLOOR.

- EGG FALLS OFF/S

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Timing:

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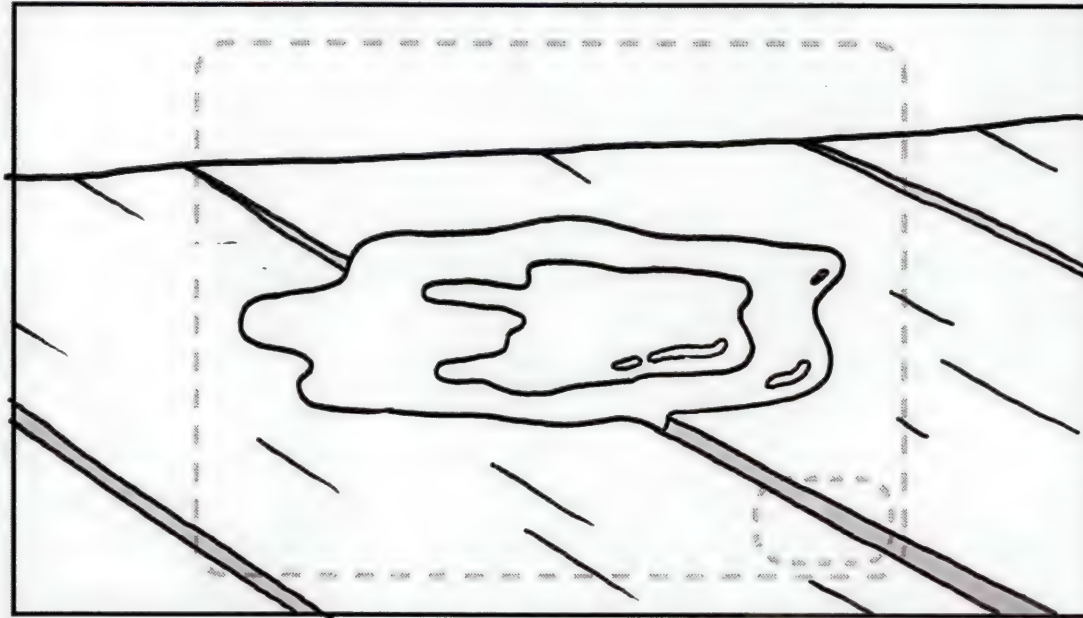
Sc. 63

Pnl. A

Bg.

day night

Page 80
BOA NEXT

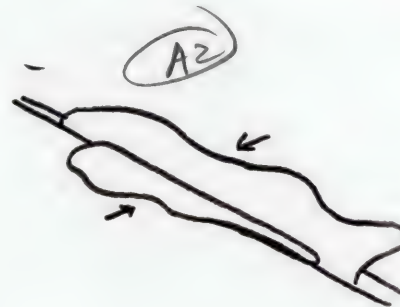
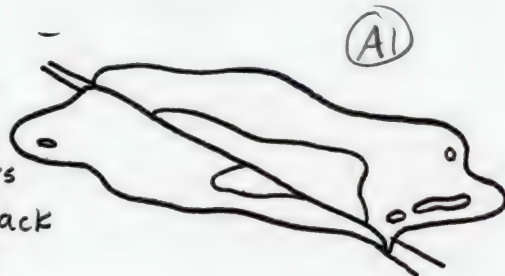


Dialog: TM/ (0/5) OH GLOB I'M SORRY! I DIDN'T
PLAN THIS OUT!

Action:

egg sinks
into crack

Timing:



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ADVENTURE TIME



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81 NEXT
day night

He cut

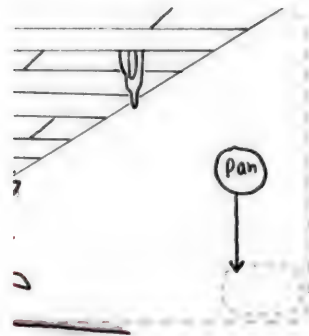
Cut

Sc.

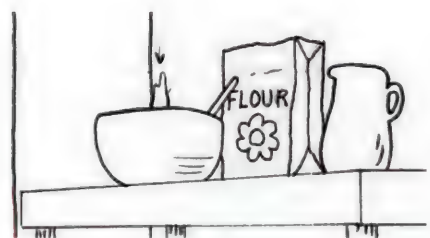
Pnl. A

Ba.

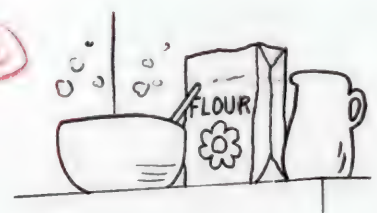
(A2)



(B1)



(P2)



(A1)

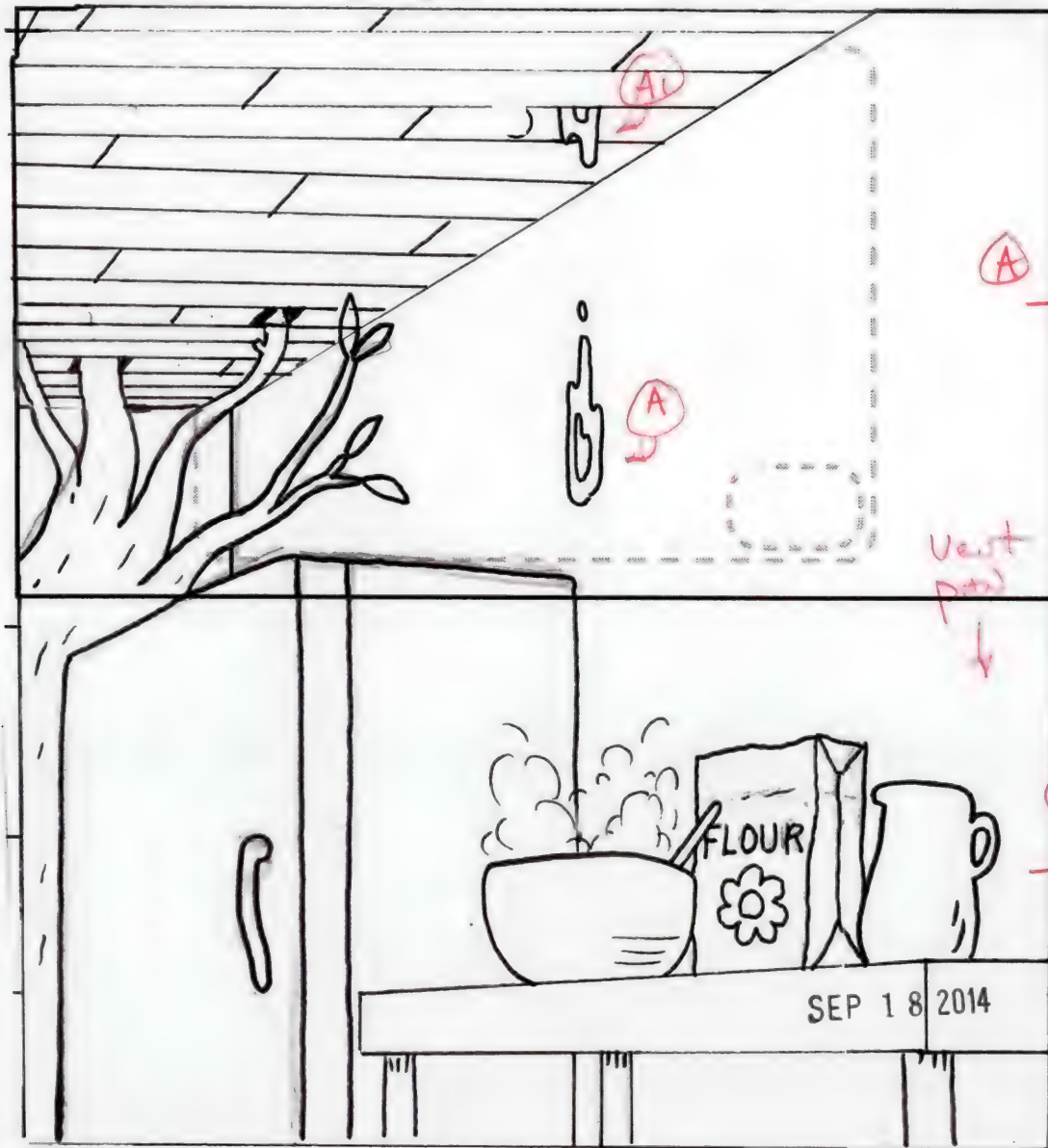


(A)

(A) start
A

vest
pan
↓

(B) stop
A



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-EGG FALLS, LAND IN FLOUR BOWL

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ADVENTURE TIME



Cut

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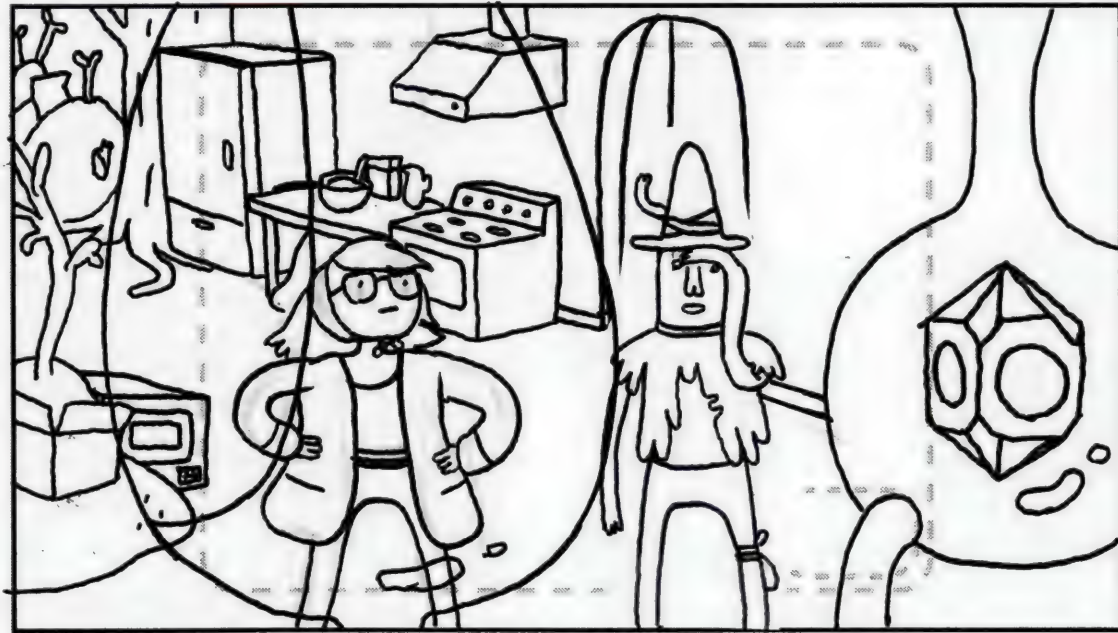
Cut

Sc. 65

Pnl. A

Bg.

day night

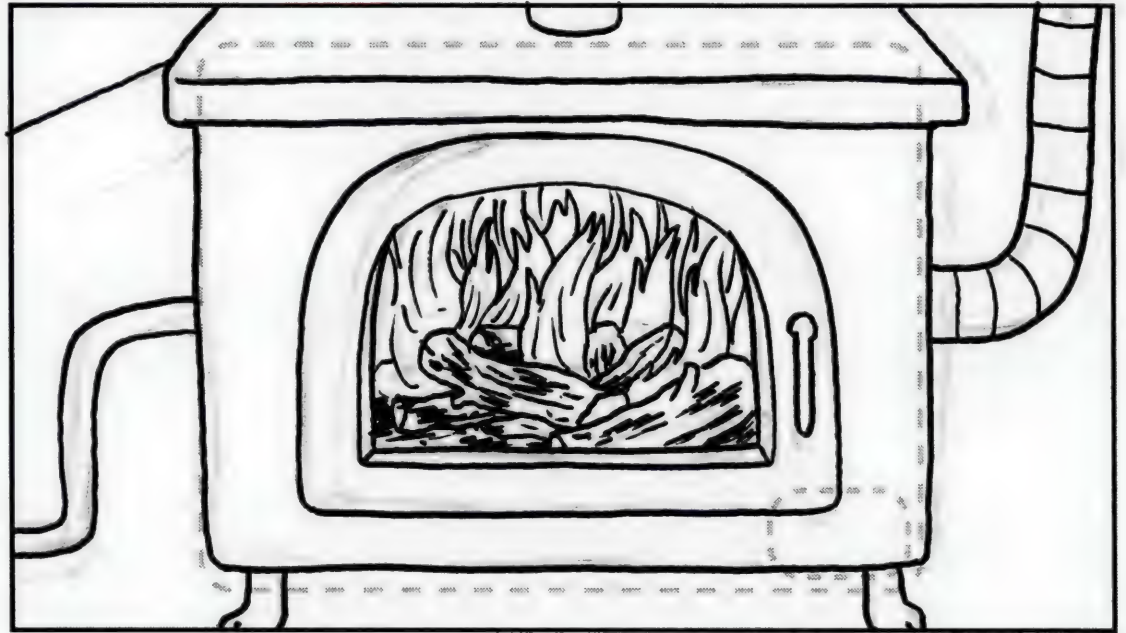


Sc. 66

Pnl. A

Bg.

day night



Dialog:

MM/ -) Phew! ' , Good pump!

Action:

Timing:

A1



A2



MM/ Fire's a'blaze!

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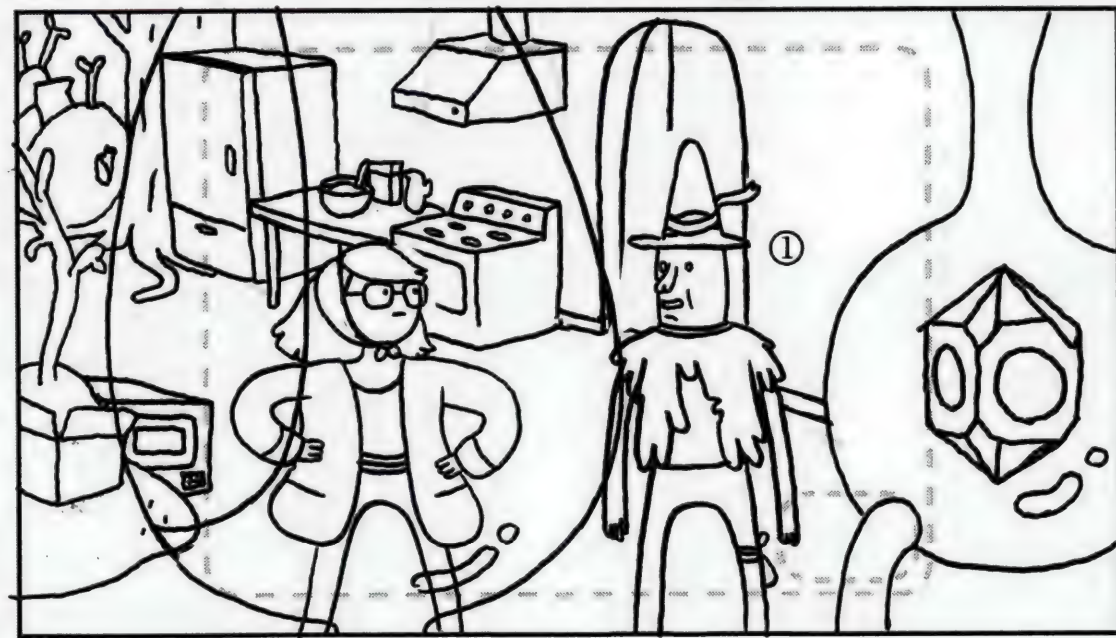
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Sc. 67

Pnl. A

Bg.

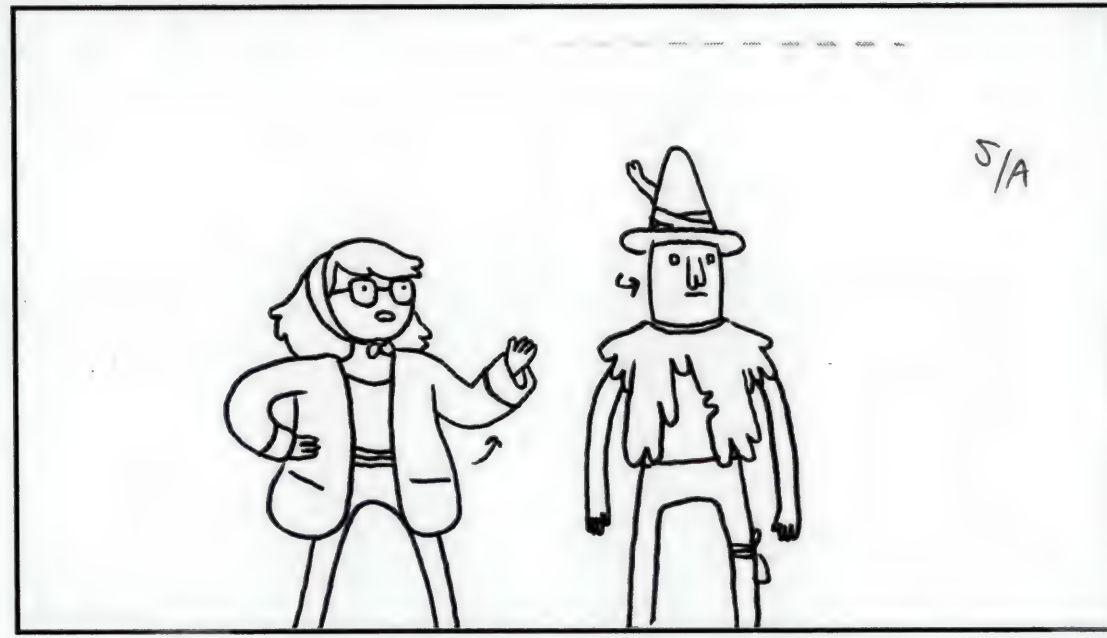
day night



Sc. 67 cont Pnl. B

Bg.

day night



Dialog:

mm/ pump to failure! That's what weight lifters say.

Betty/ so what happens now?

Action:

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Timing:

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Cut

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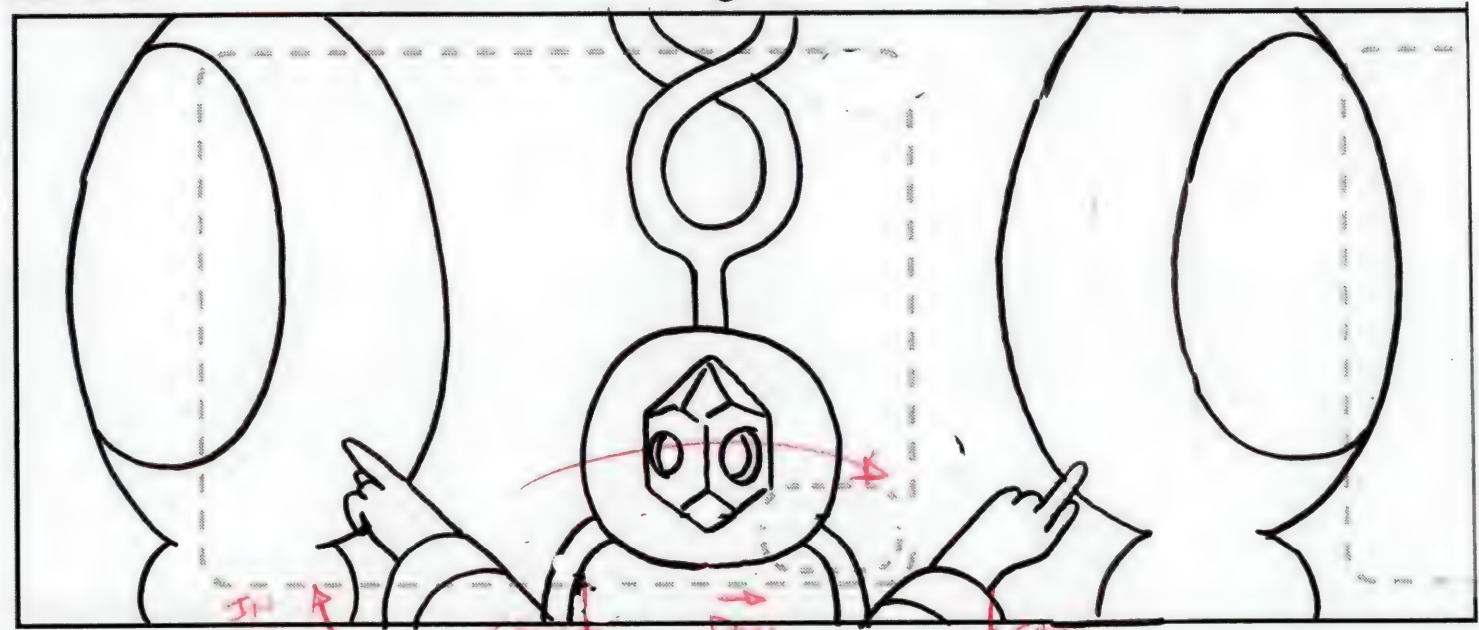


Sc. 68

Prnl. A

Bg.

day B C.



Dialog:	Betty/ (V) (A) I get in there	(B) you get in there	WE.
Action:	-BETTY POINTS		
Timing:	SEP 18 2014		

Production:

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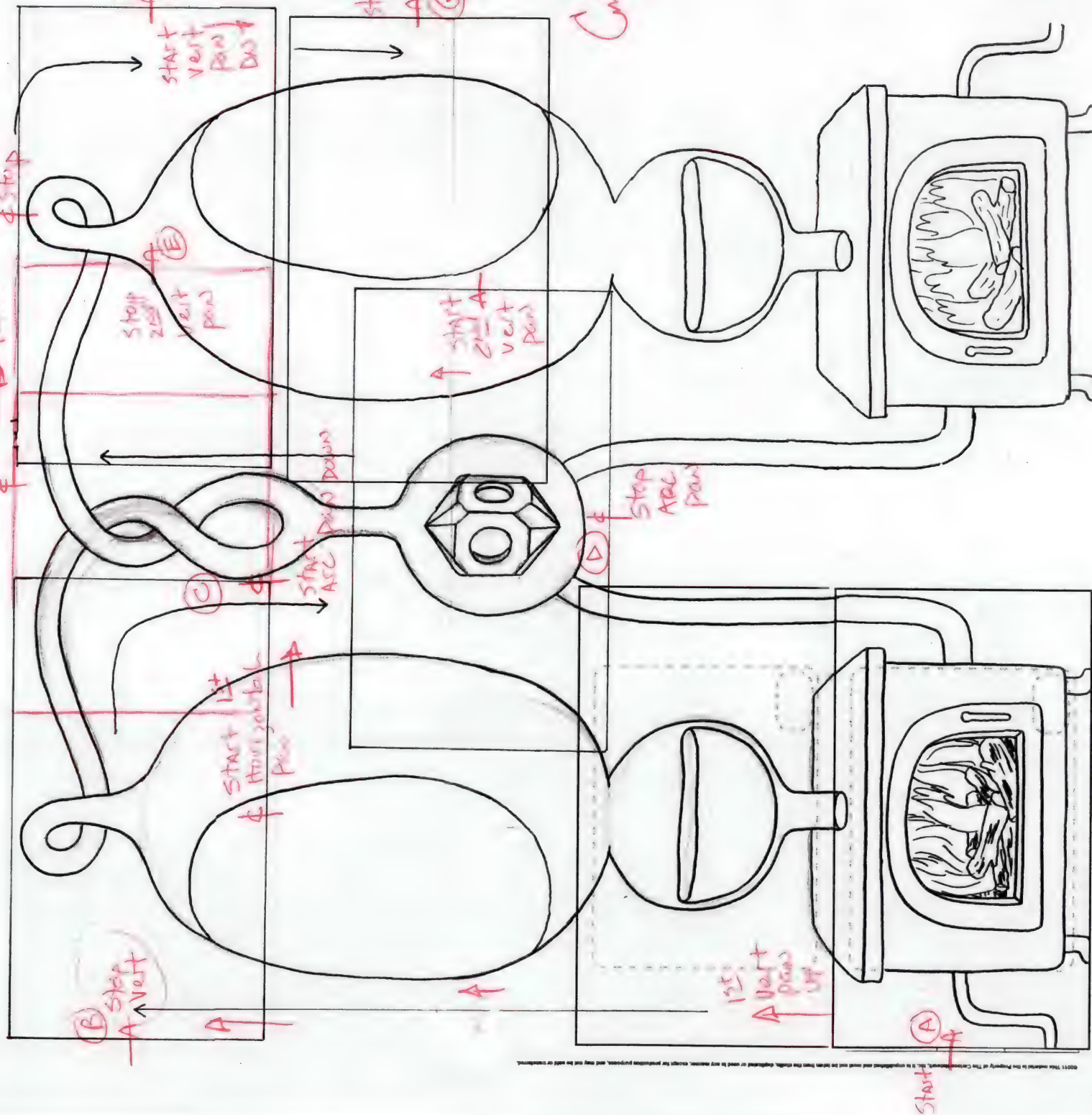
5669

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(vo)
Betty / We sweat it out in a magic induced trance.
my essence Marinates, Glob's helmet
with its ancient human DNA code which
should cause it to act as a Sorcerer's stone
for your transmutation into the Glob head.

5669



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ADVENTURE TIME

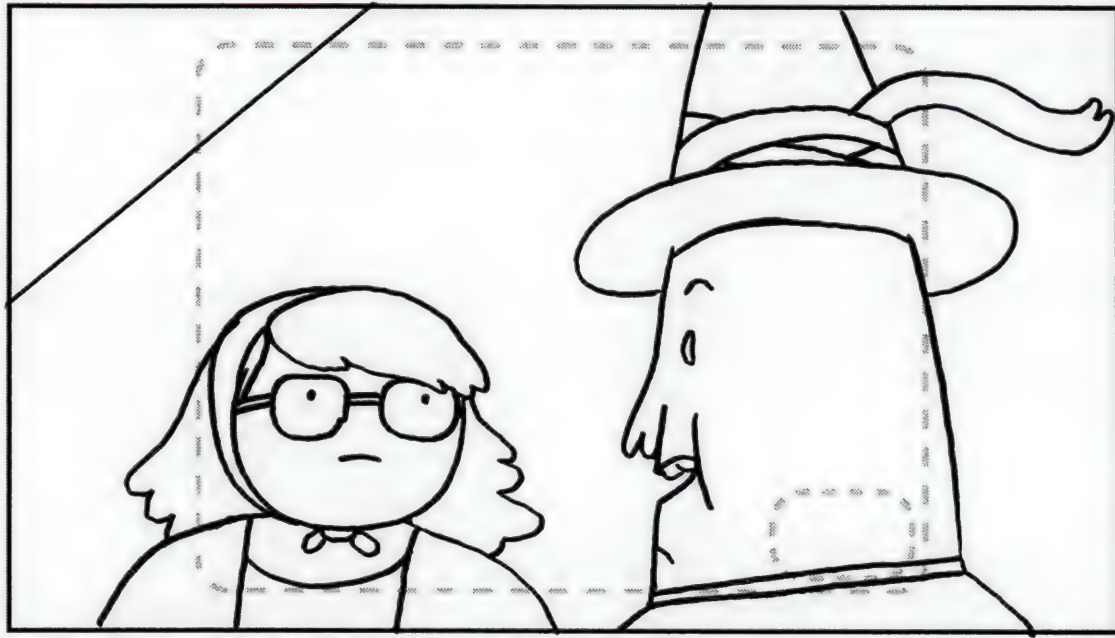


Sc. 70

Pnl. A

Bg.

day night

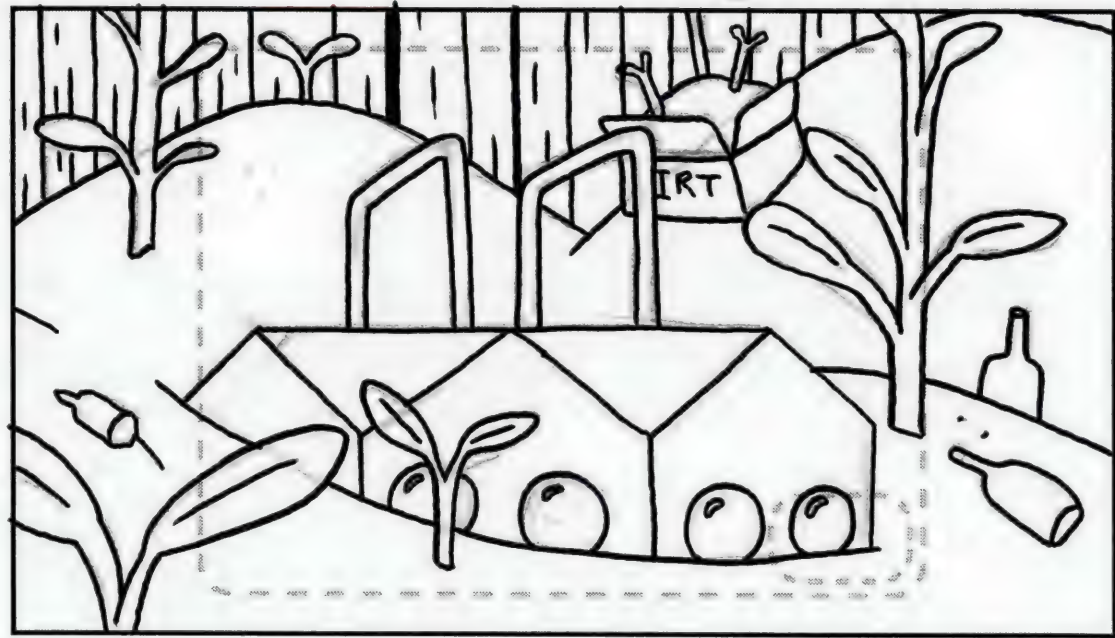


Sc. 71

Pnl. A

Bg.

day night



Dialog:	<u>mm</u> which should allow me--	<u>mm</u> (os)/-to activate my ancient martian transport.
Action:	-CU of TRANSPORTER FROM SONS OF MARS.	
Timing:	SEP 18 2014	

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Production:

ADVENTURE TIME



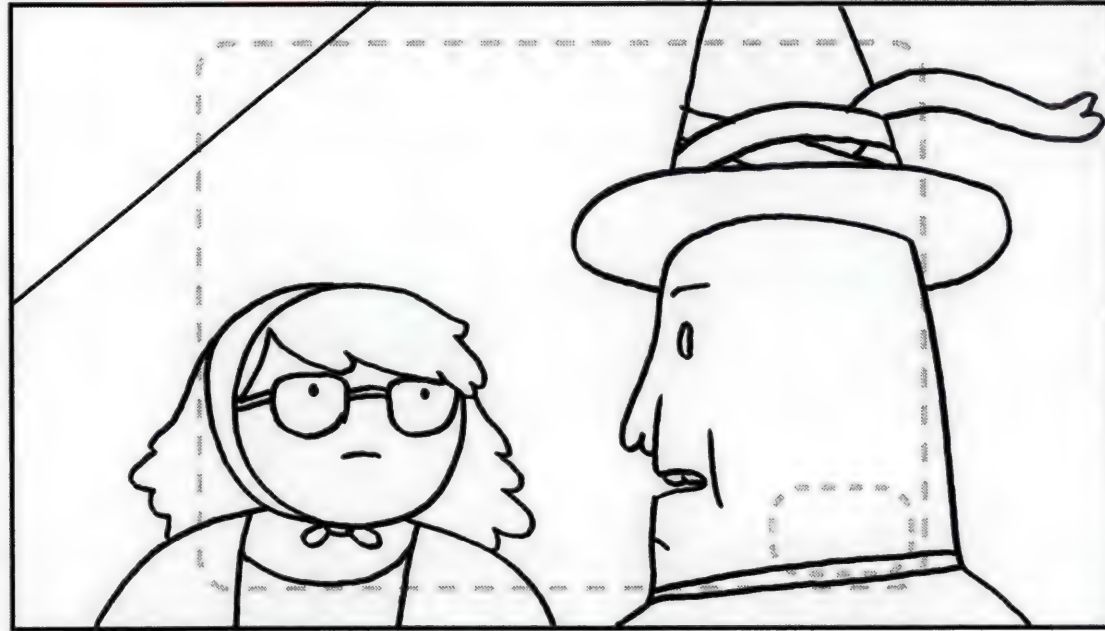
Page 86

Sc. 72

Pnl. A

Bg.

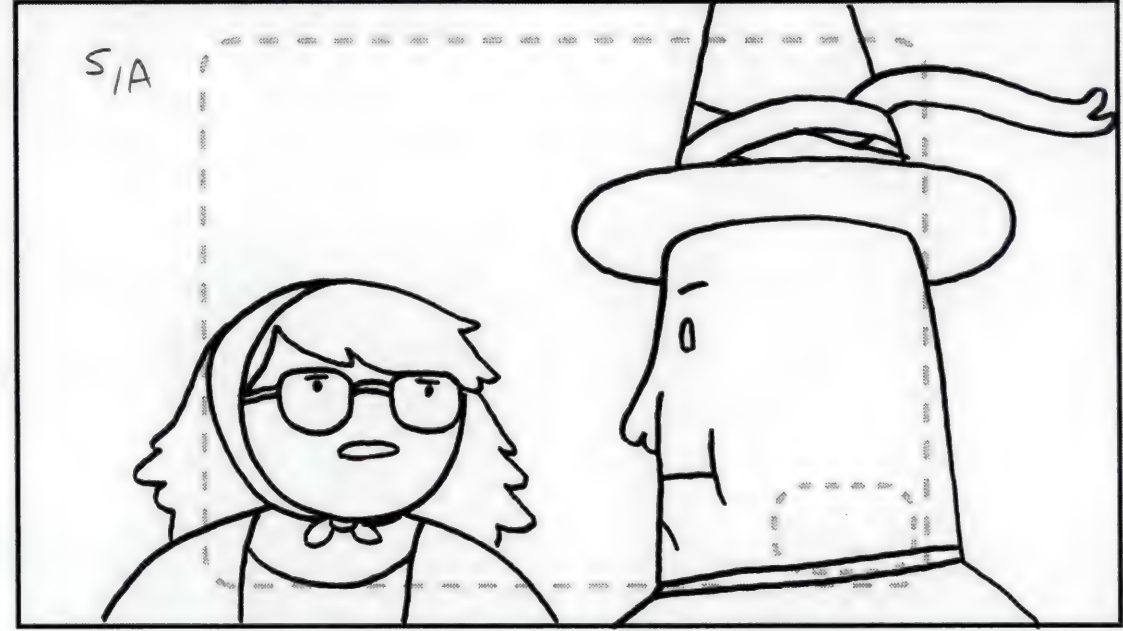
day night



Sc. 72 CONT Pnl. B

Bg.

day night



Dialog:

Betty/ Is this gonna change you?

Action:

Timing:

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Production:

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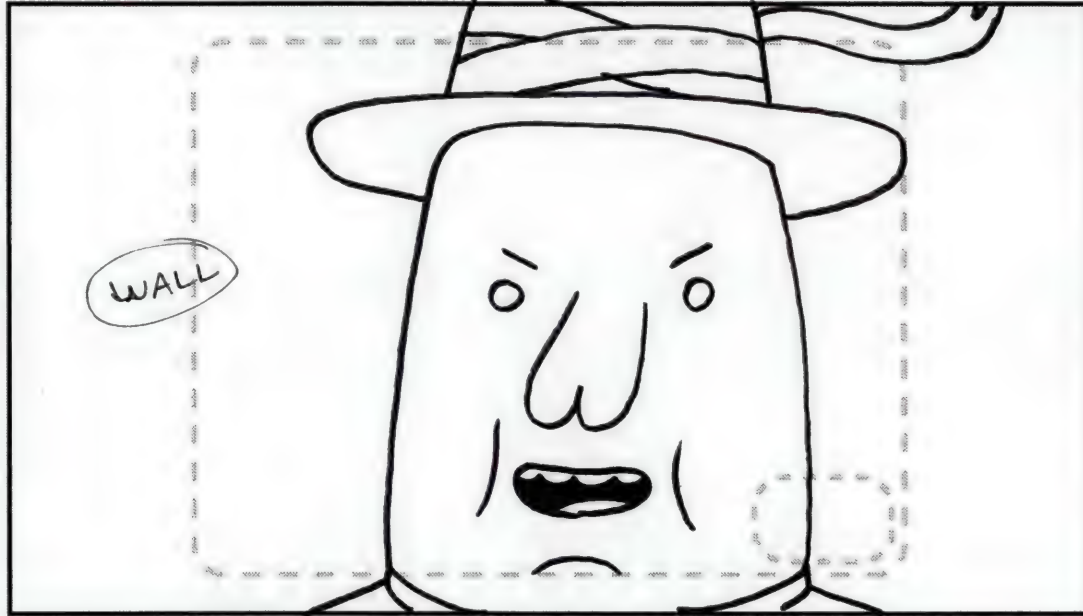
Page 87

Sc. 73

Pnl. A

Bg.

day night

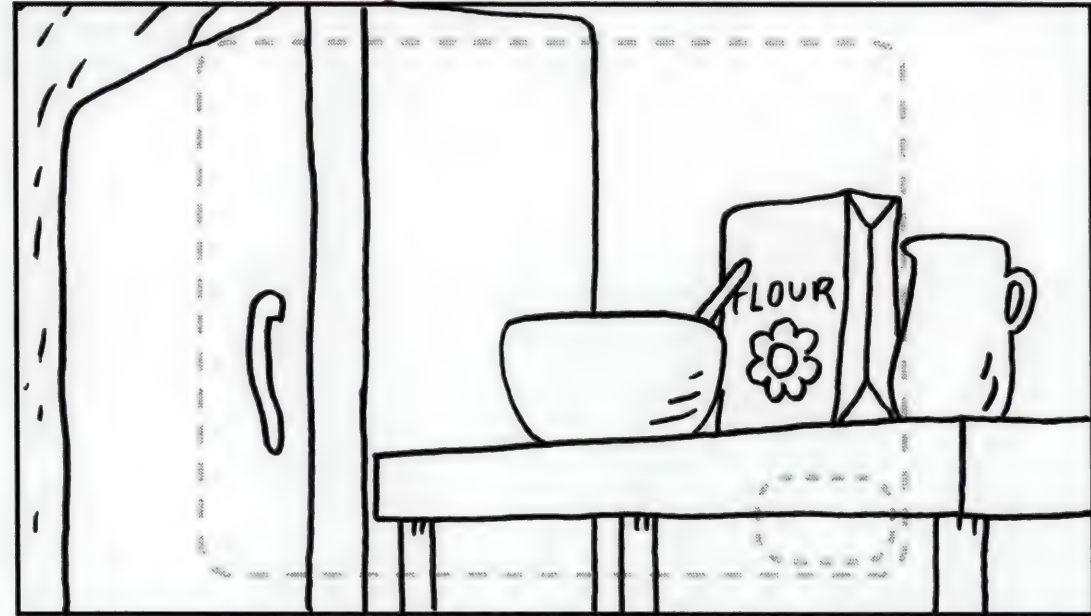


Sc. 74

Pnl. A

Bg.

day night



Dialog:

mm / will it change you?

mm / and will you be hungry after?

Action:

Timing:

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Production:

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1025/197

1025/197

Hu
Gut

ADVENTURE TIME



Aut

Sc. 75

Pnl. A

Bg.

day night



Sc. 76

Pnl. A

Bg.

Page 88
BOA NEXT
day night



JAS
Rotate
in place
w/ T.M.
step
cycle

Dialog:

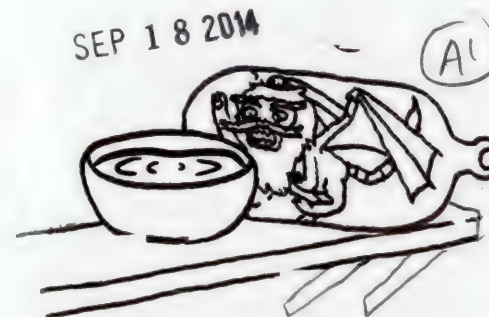
MM (os) / Why don't you finish baking
your famous bread huh?!

Action:

Timing:

Tiny Manticore / OK this is your last chance!

T.M. WALKS IN PLACE
BEFORE GETTING
TRACTION



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(A)

EPISODE #

Production:

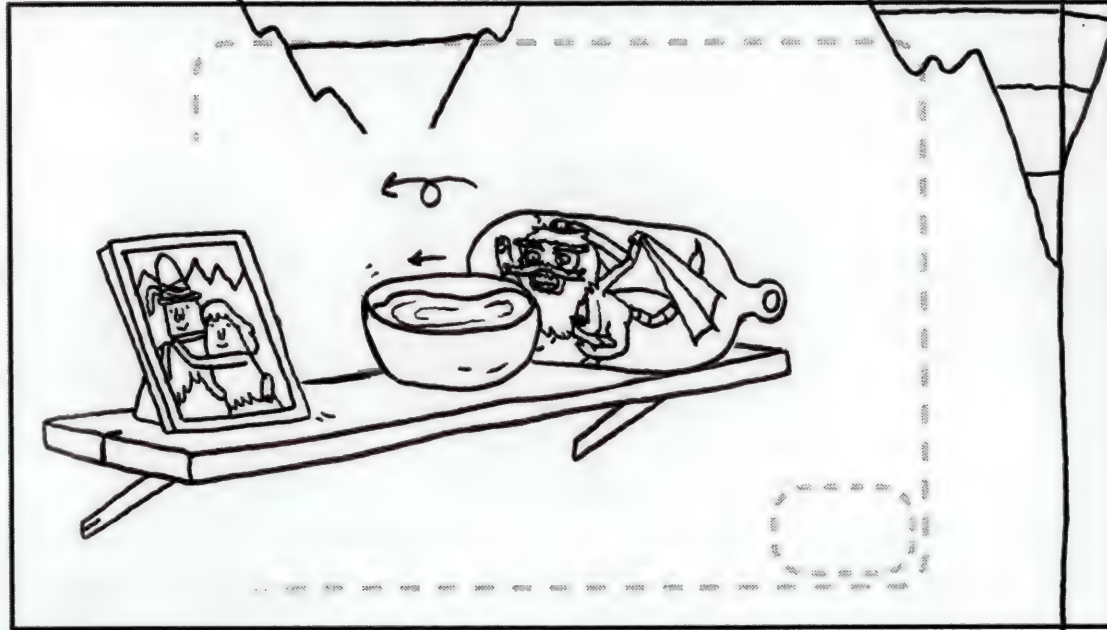
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1025/197

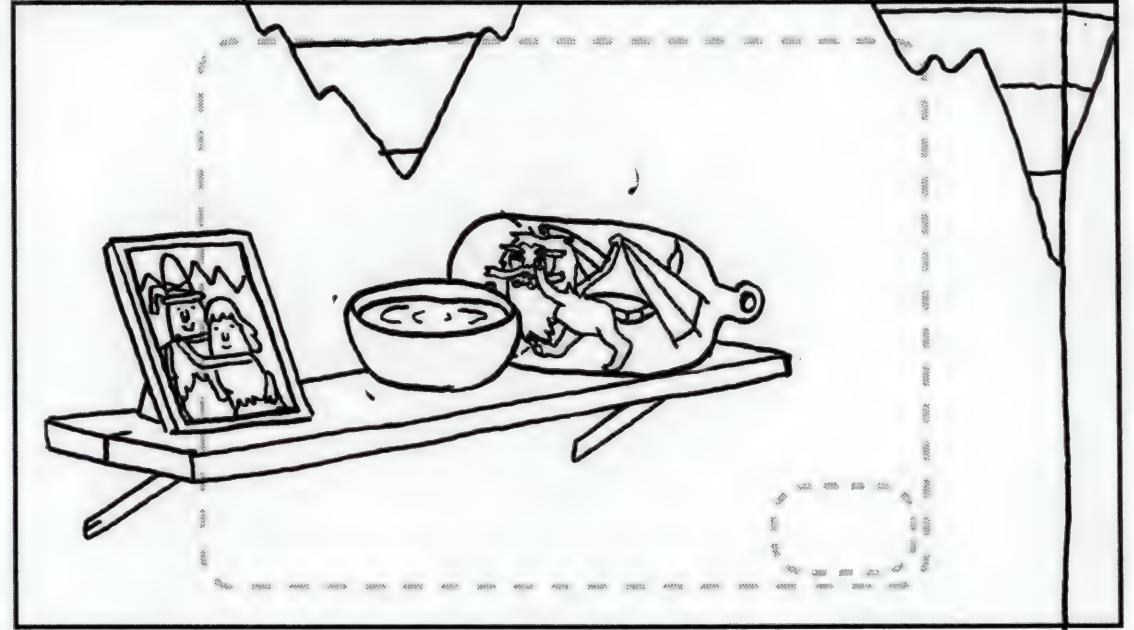
ADVENTURE TIME



Sc. 76 CONT Pnl. B Bg. day night



Sc. 76 CONT Pnl. C Bg. day night



Page 88 A
89 NEXT
day night

Dialog:

Action: - TM STARTS TO ROLL
Pushing Bowl

Timing:



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- TM ROLLS
AGAINST
BOWL, SLIDING
IT TOWARDS
FRAMED PICTURE.

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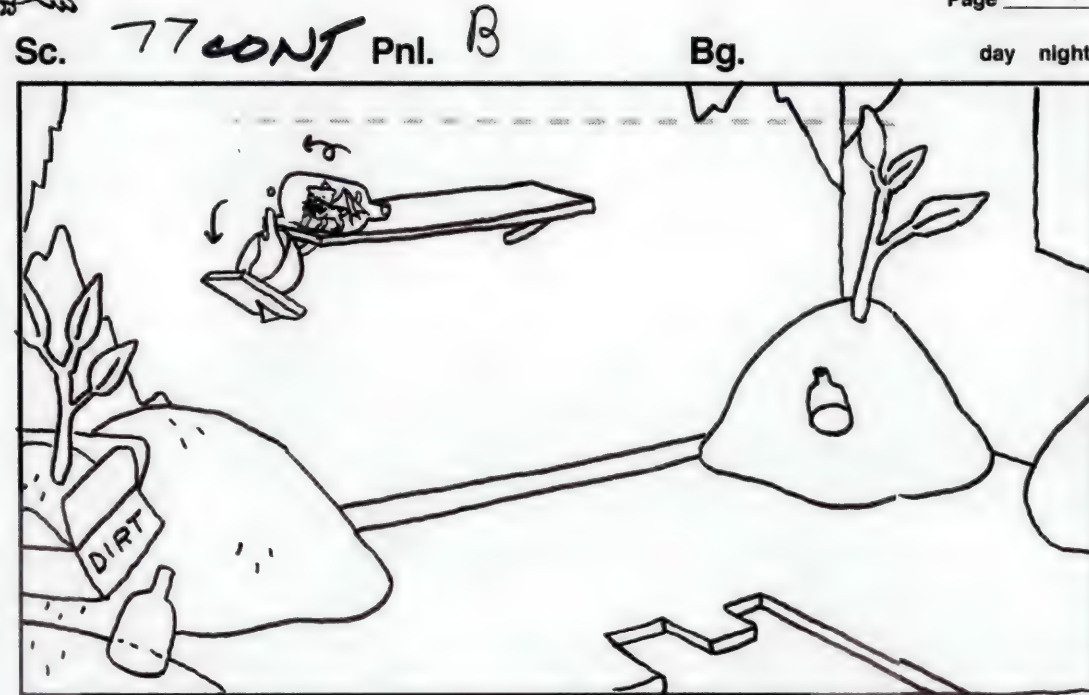
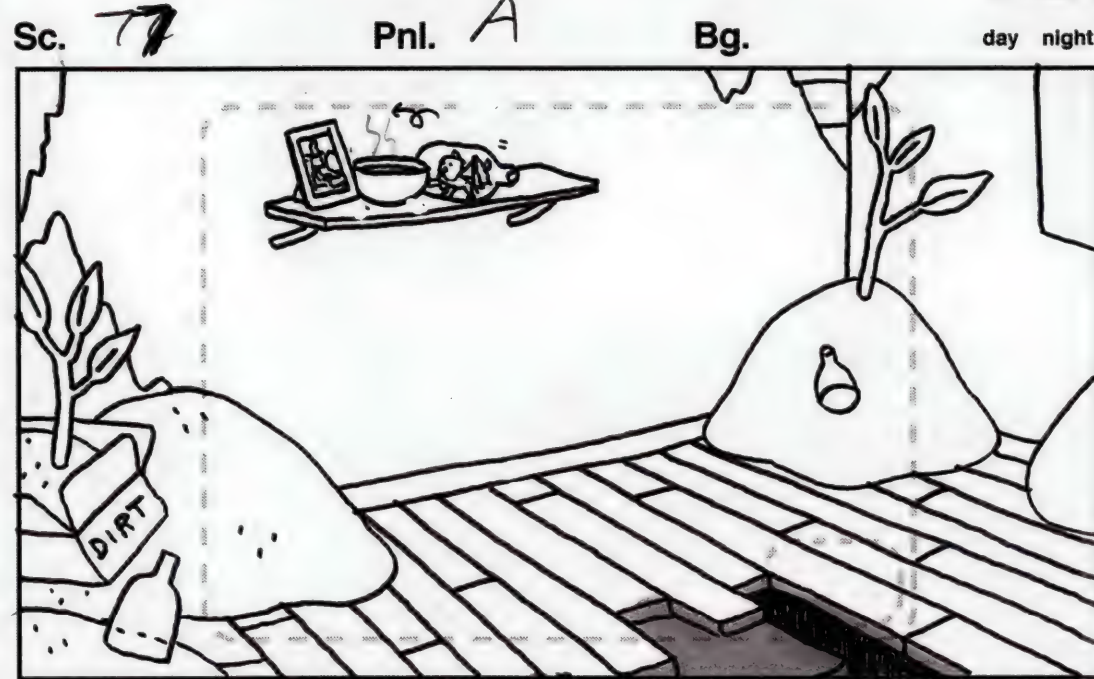
Production:

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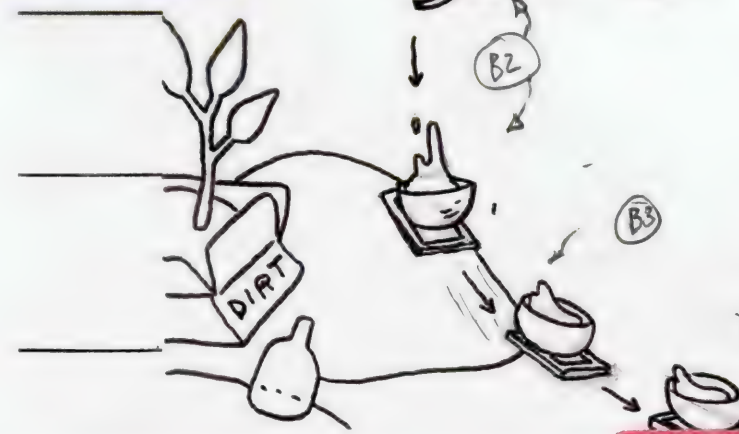
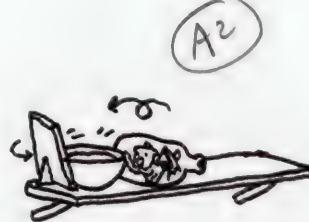
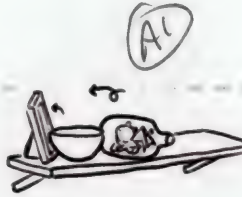
Dialog: TM/① The dirt should break your fall
— ② then it's up to you 'cause I'm useless!

(B1)

Tiny Manticore/! GOO! YES!

Action:

Timing:



- BOWL + PICTURE
FALL OFF SHLF,
HIT DIRT, SUDE
TOWARDS HOLE.

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TU cut off

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Production:

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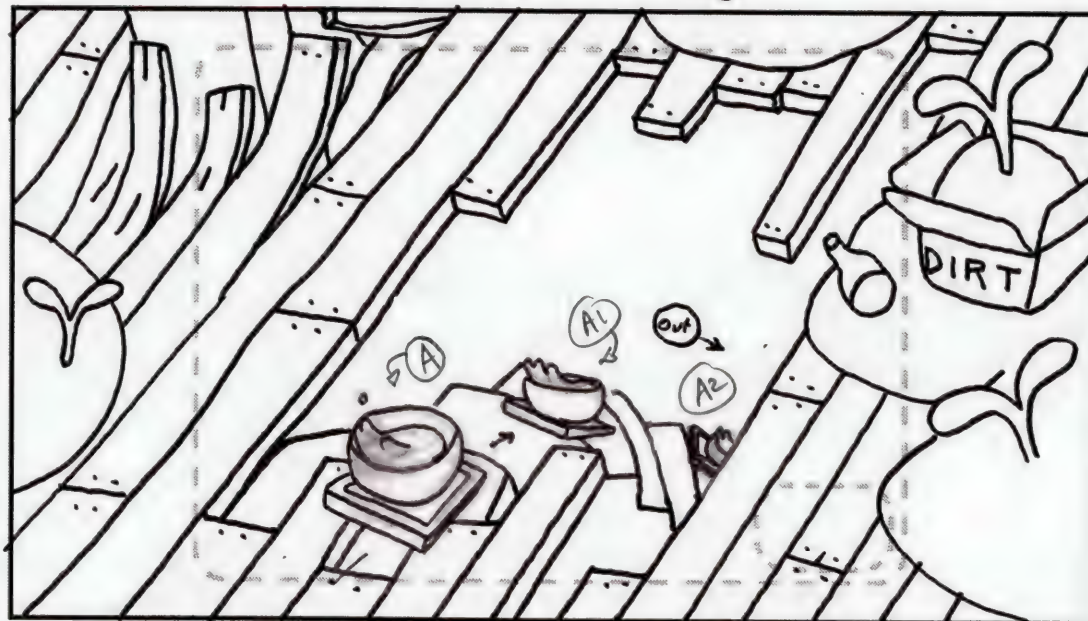
Page 90

Sc. 78

Pnl. A

Bg.

day night

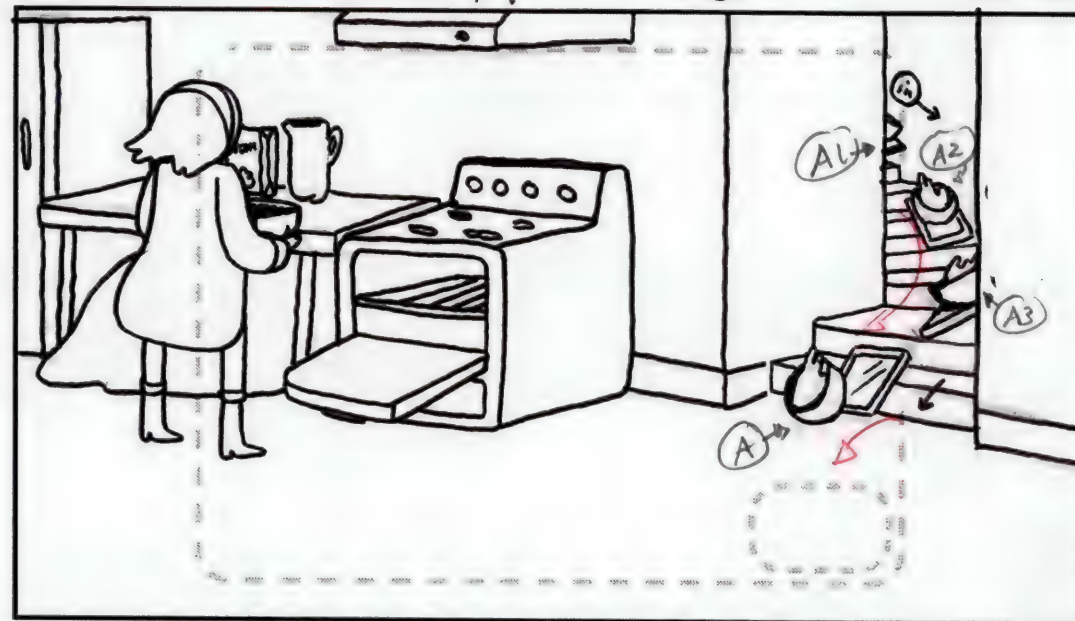


Sc. 79

Pnl. A

Bg.

day night



Dialog:

Tiny Manticore / Haha DO IT!!

Betty / Bread's goin'—

Action:

- BOWL + PICTURE SLIDE DOWN STAIRS.

- BOWL + PICTURE SLIDE
ON / S



Timing:

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Production:

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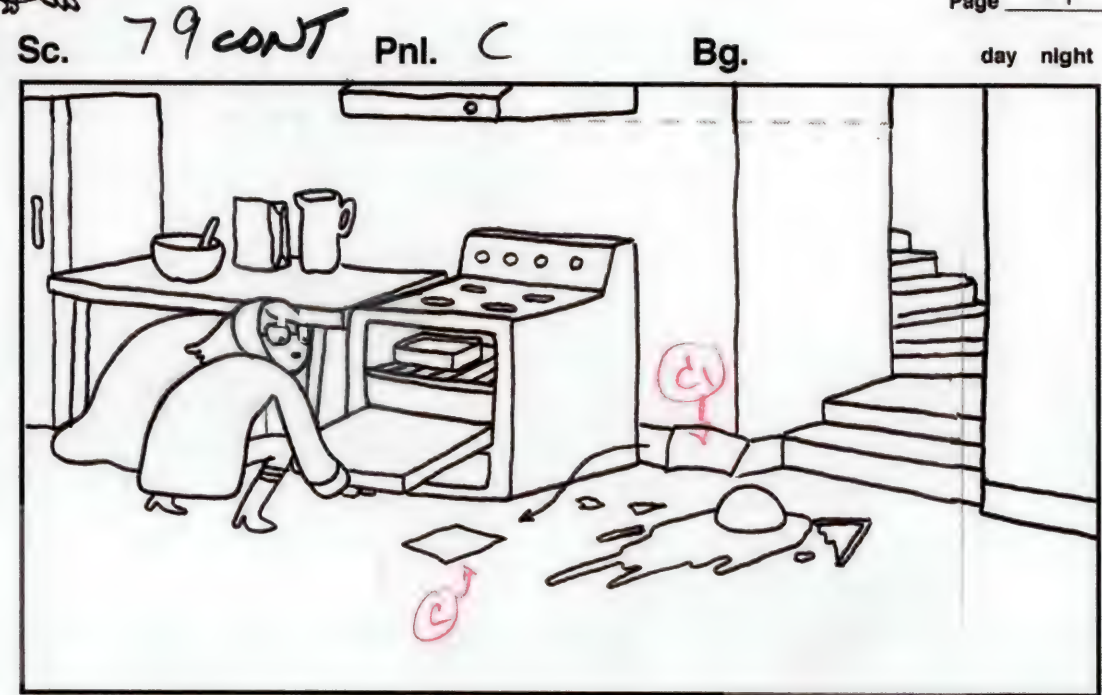
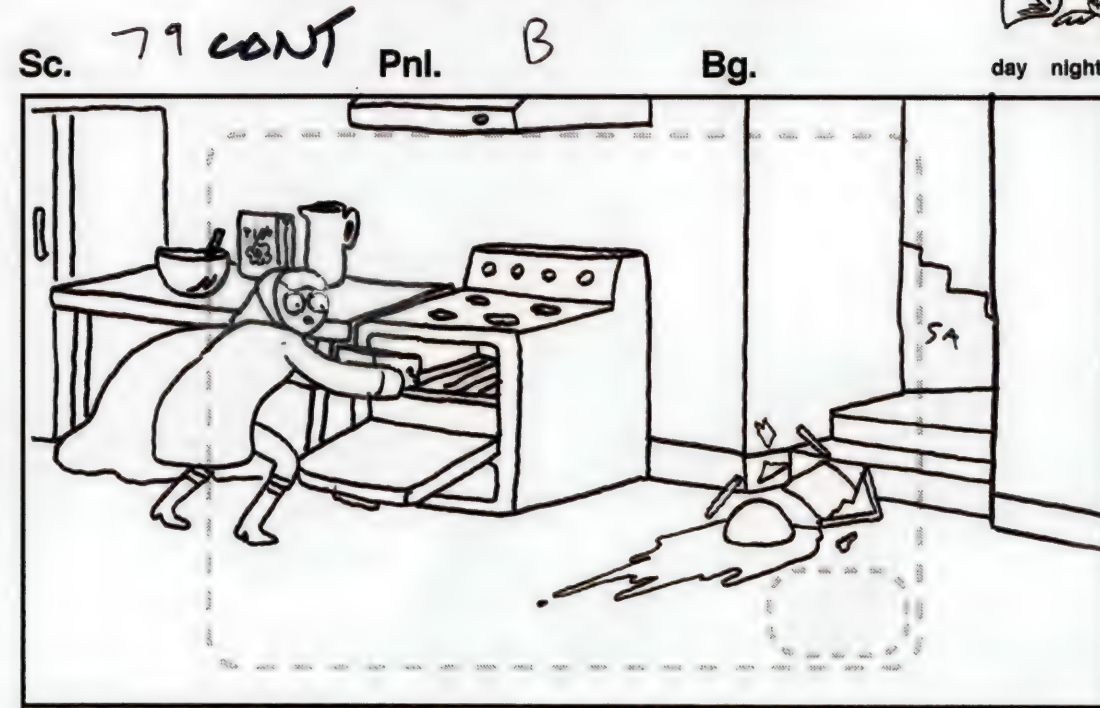
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ADVENTURE TIME



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Dialog: sfx / smash! ;

Betty / - in.

Action: - BOWL UPENDS, FRAME SHATTERS

- picture smashes out of frame

Timing:



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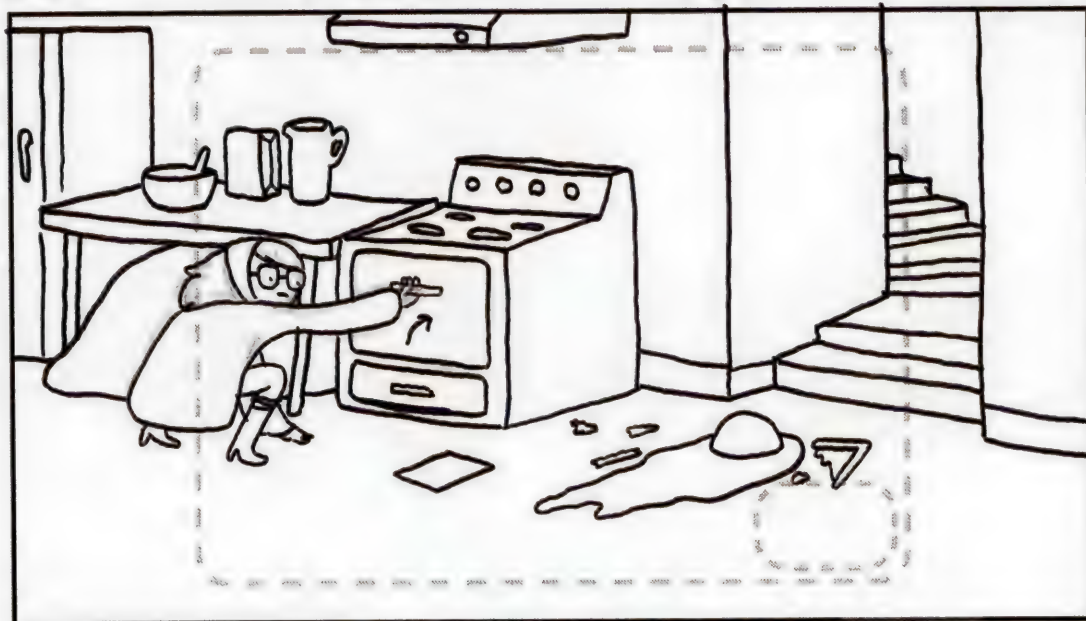
ADVENTURE TIME



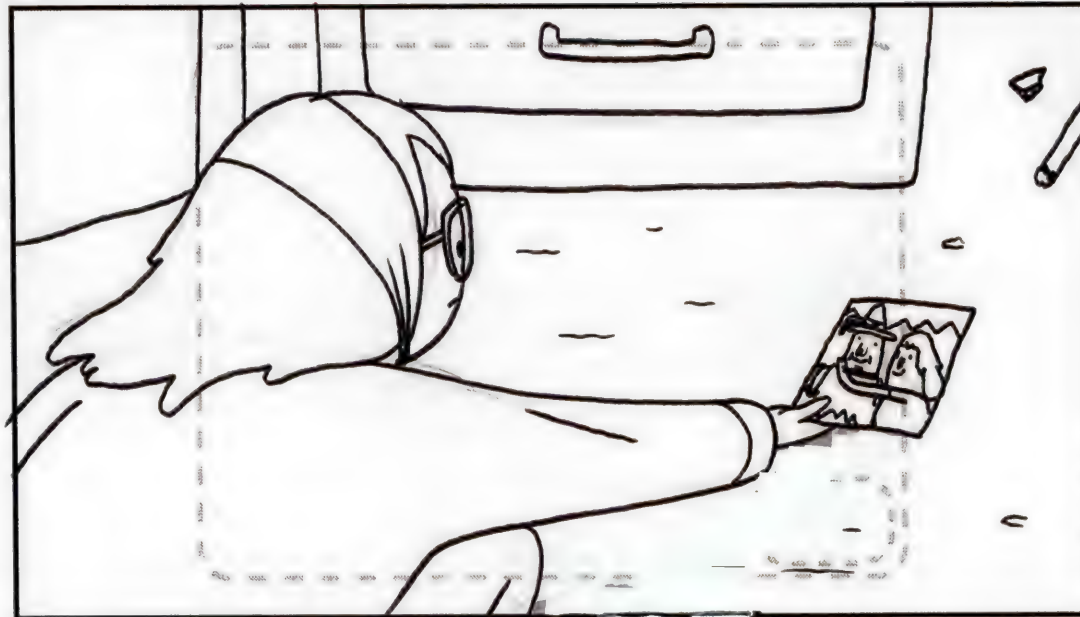
Hw cut

Page 92
82A NEXT
day night

Sc. 79 CONT Pnl. D Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog:

Action:

- BETTY
CLOSES
OVEN, REACHES
FOR PICTURE.

Timing:



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ADVENTURE TIME



Cut

Page 92A
93 NEXT
day night

Sc. 80 *CONT*

Pnl. B

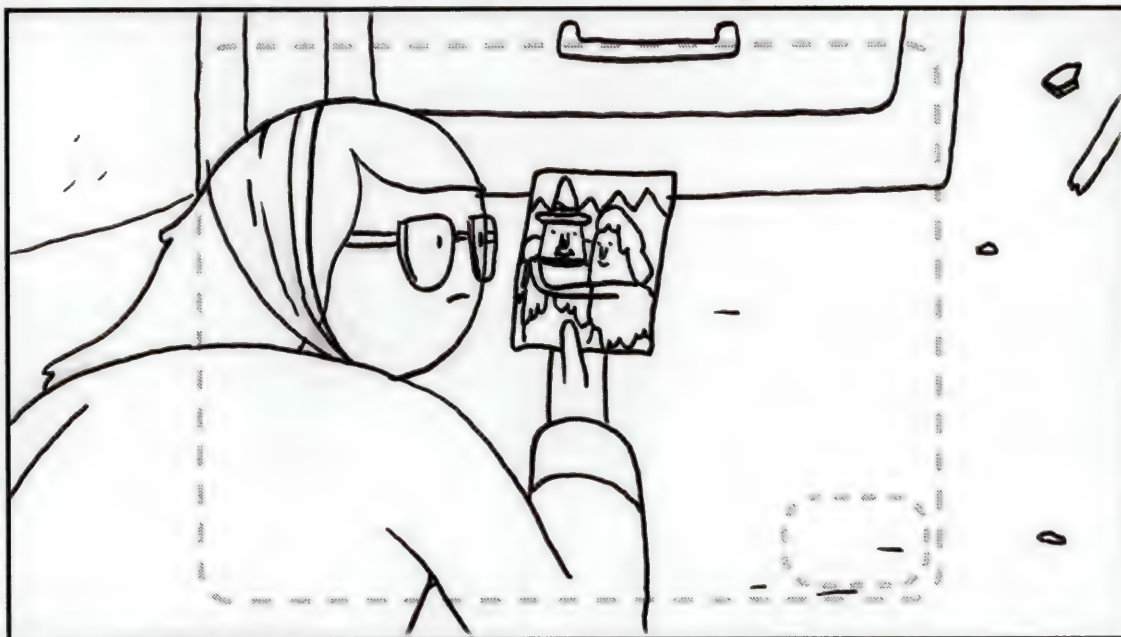
Bg.

day night

Sc.

Pnl.

Bg.



Dialog: MM (os)/ Hurry up, Betty

Action:

Timing:

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Production:

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ADVENTURE TIME



Cut

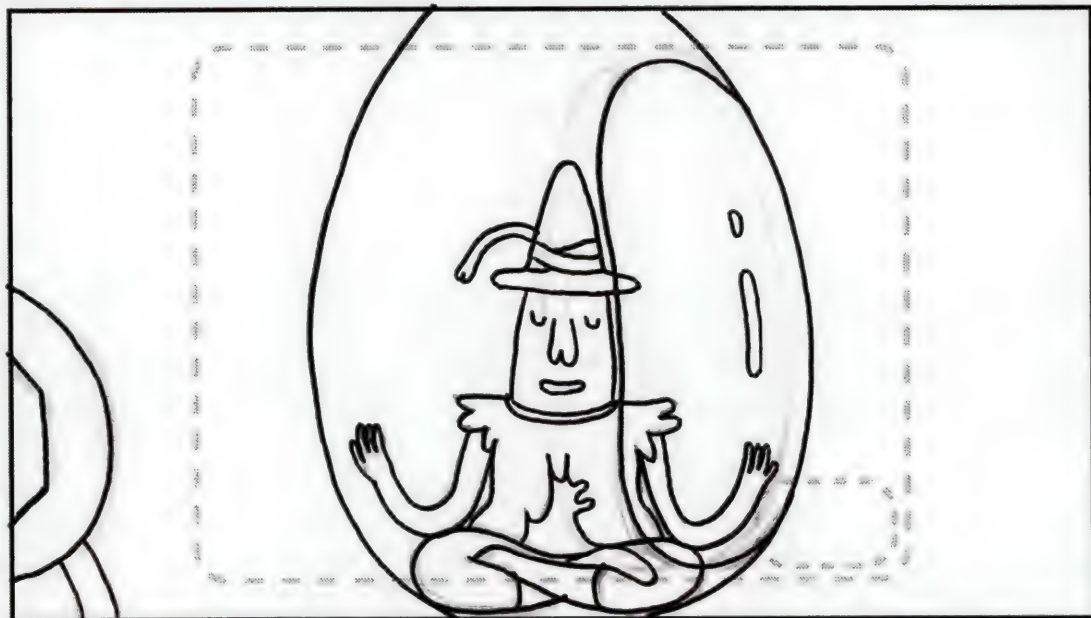
Page 93

Sc. 81

Pnl. A

Bg.

day night

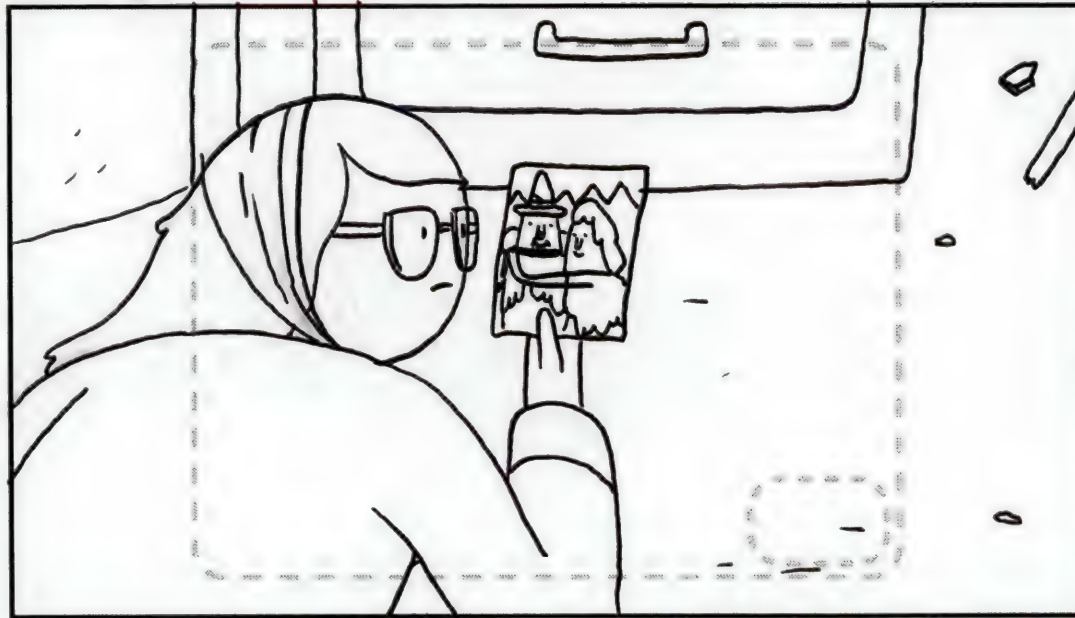


Sc. 82

Pnl. A

Bg.

day night



Dialog:

MM: All the answers to your theories
as our spirits meld.

Action:

Timing:



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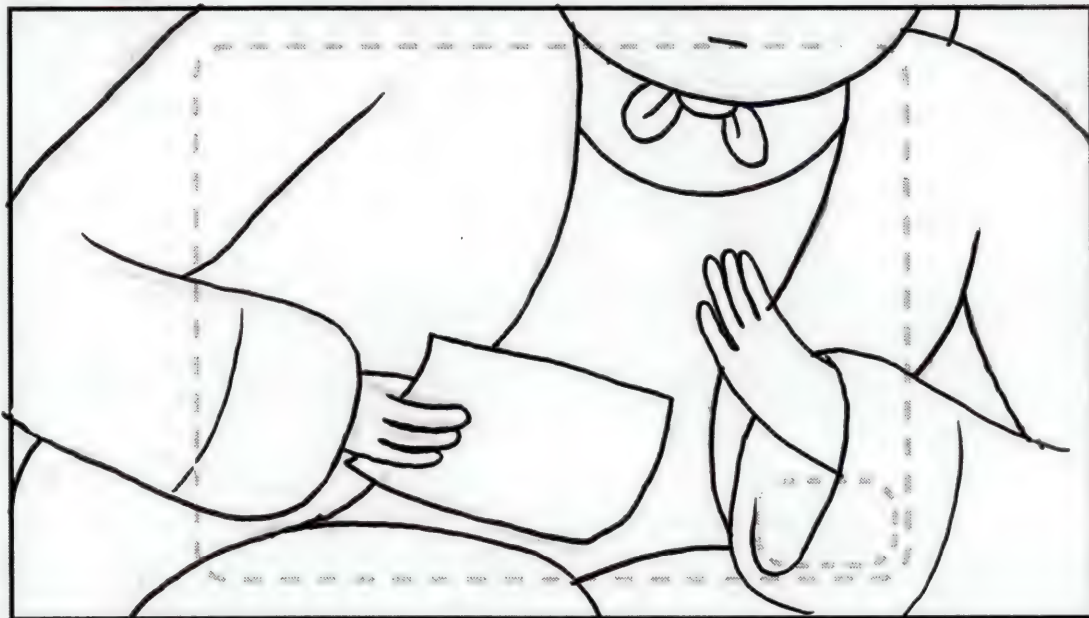
Page 94

Sc. 83

Pnl. A

Bg.

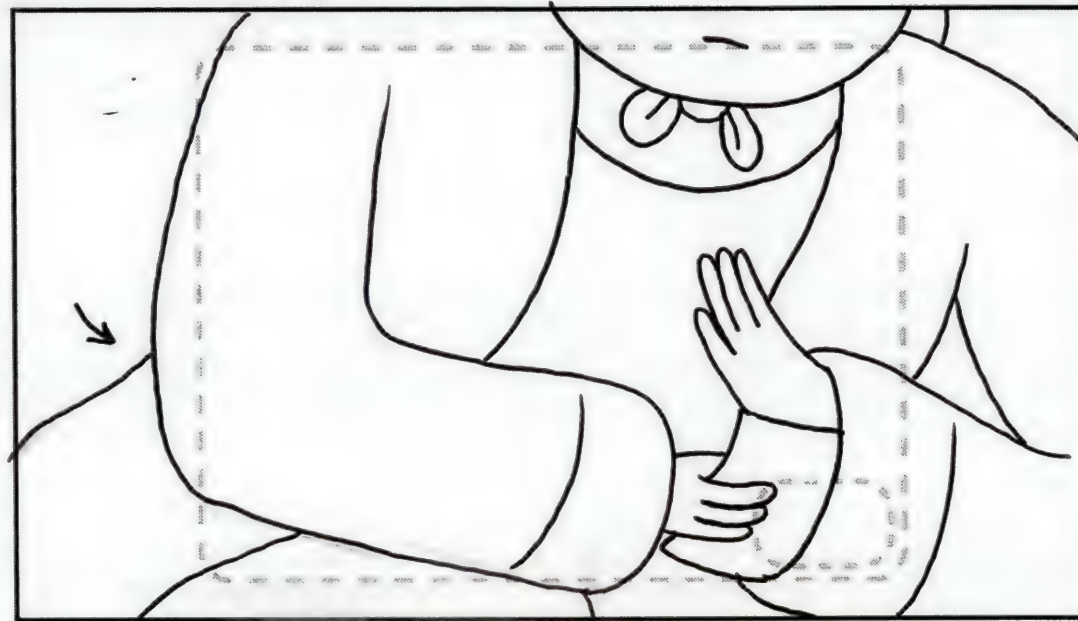
day night



Sc. 83 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- BETTY TUCKS PICTURE
IN HER SLEEVE.



1 8 2014
(R)

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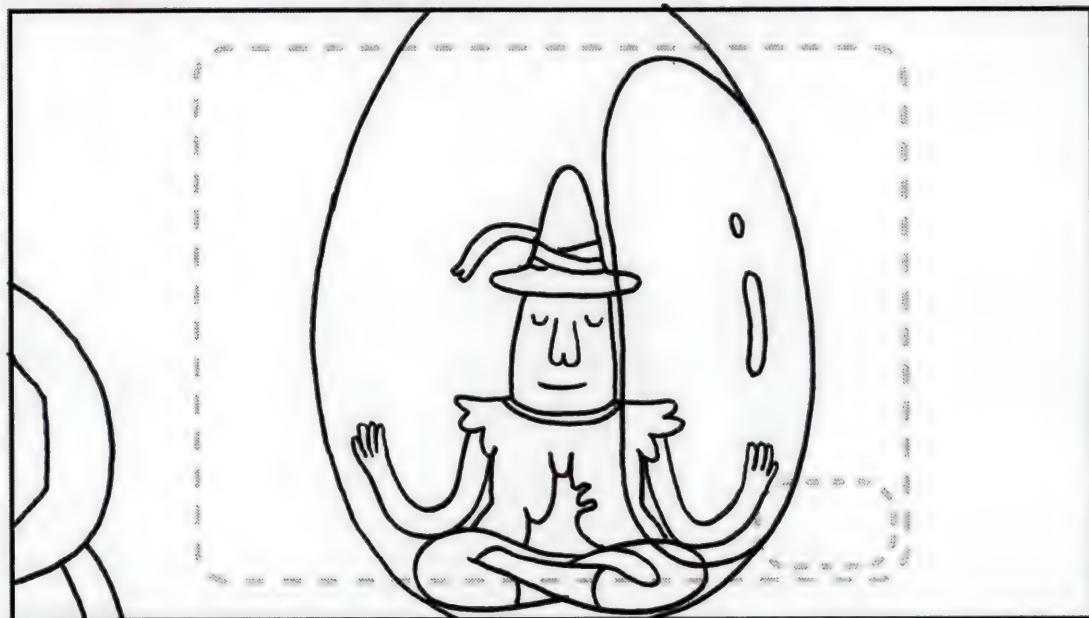
Page 95

Sc. 84

Pnl. A

Bg.

day night

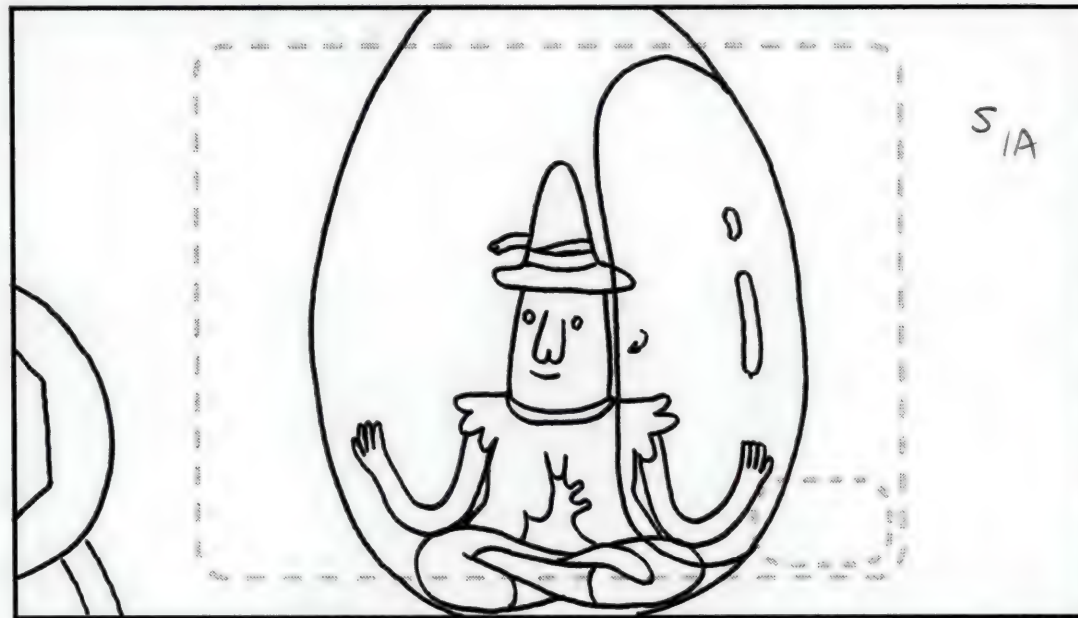


Sc. 84 CONT

Pnl. B

Bg.

day night



Dialog: Betty (os) / OK be right there...

(Betty grunting)

Action:

SEP 18 '21

Timing:

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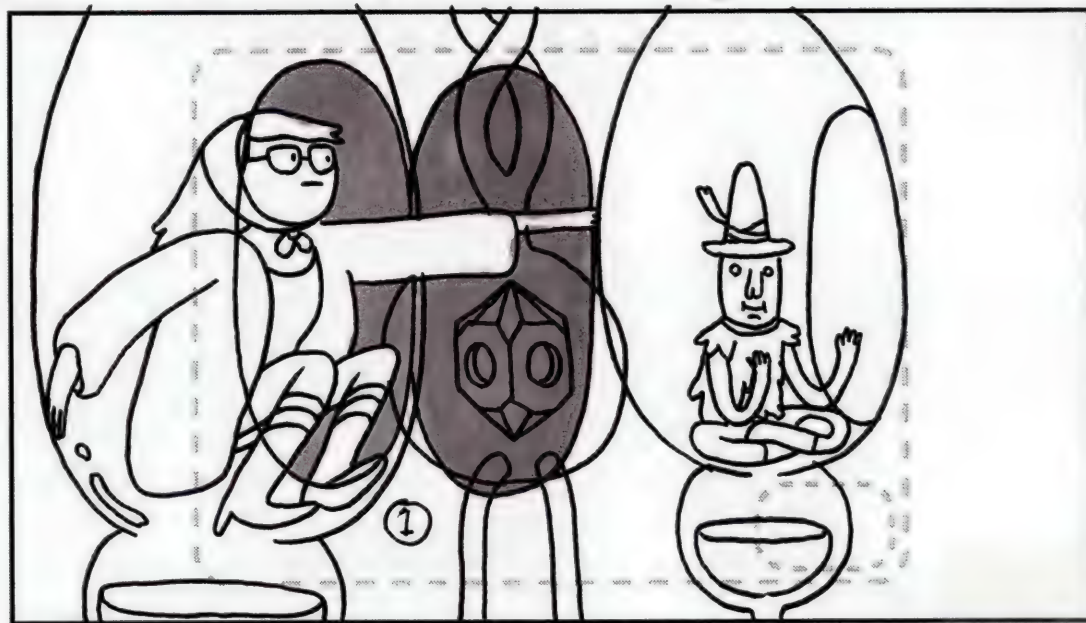
40
cut

ADVENTURE TIME

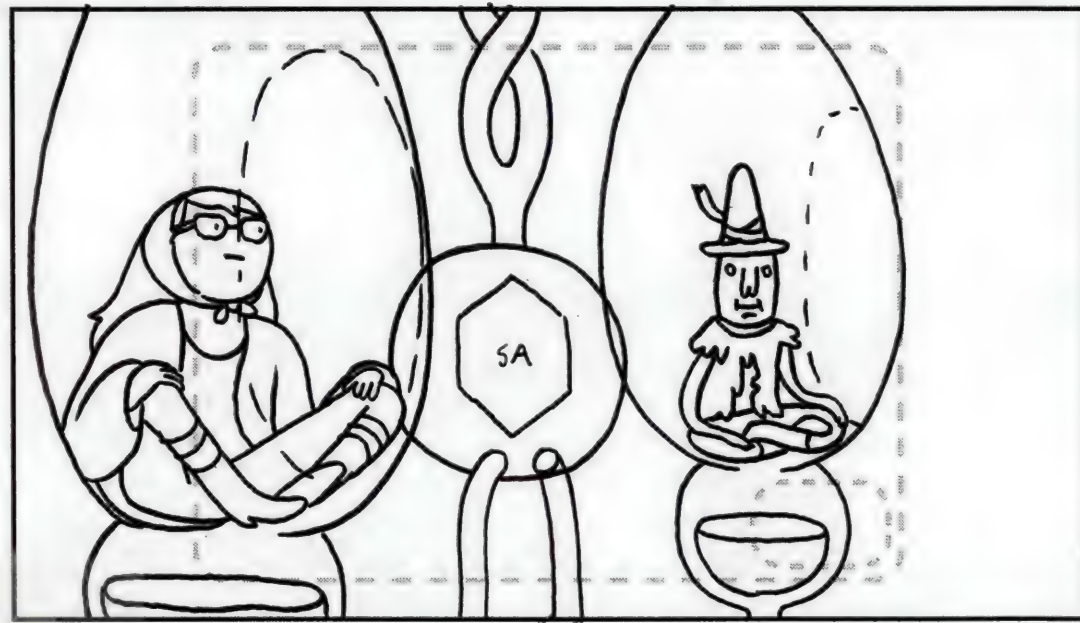


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Sc. 85 Pnl. A Bg. day night



Sc. 85-cont Pnl. B Bg. day night



Dialog:

Action:

- BETTY PULLS
DOOR CLOSED.

Timing:



Door
CLOSED
(L) ARM
SLIDE DN

Betty/ It's gonna get sweaty?



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B2

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No sc. 86

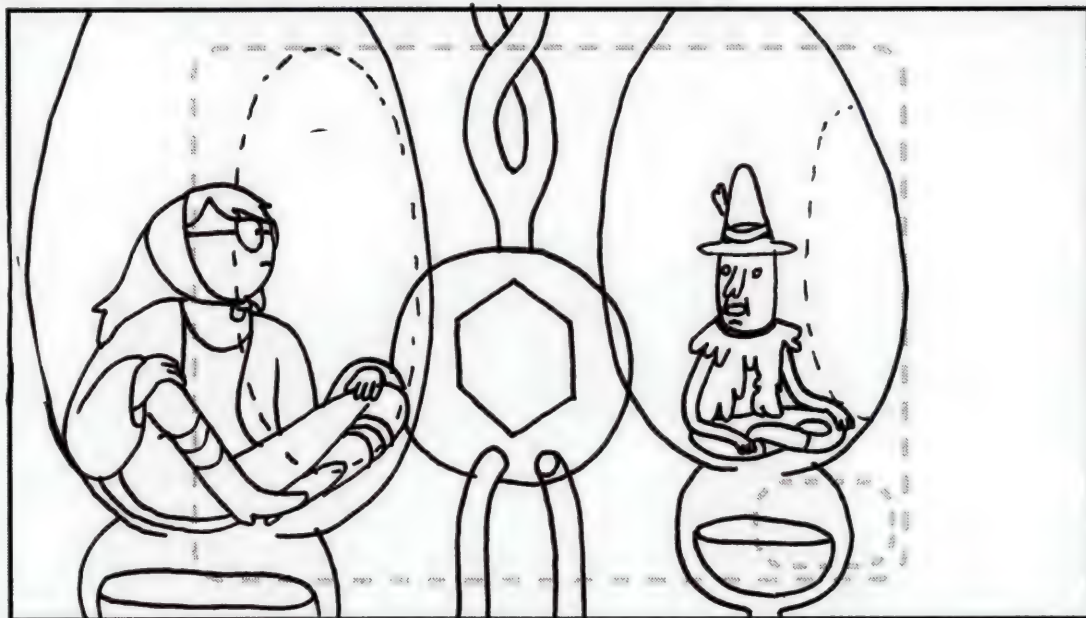
ADVENTURE TIME

Page 97

Sc. 85 *cont* Pnl. C

Bg.

day night

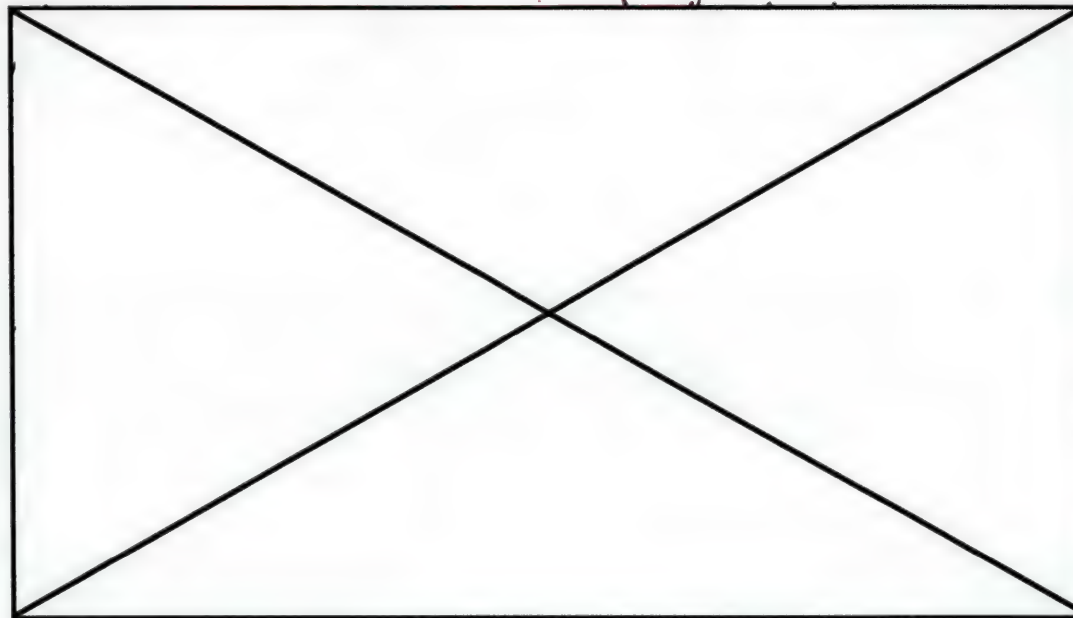


Sc.

Pnl.

Bg.

day night



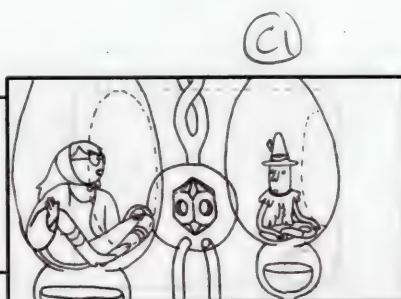
Dialog:

Magic Man/ The more skin mist the better.

Betty/ So you're not afraid of what I might see in you?

Action:

Timing:



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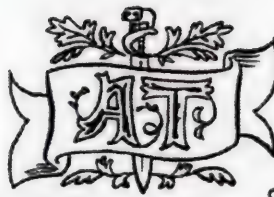
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Ho
Cut

ADVENTURE TIME



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Sc. 87

Pnl. A

Bg.

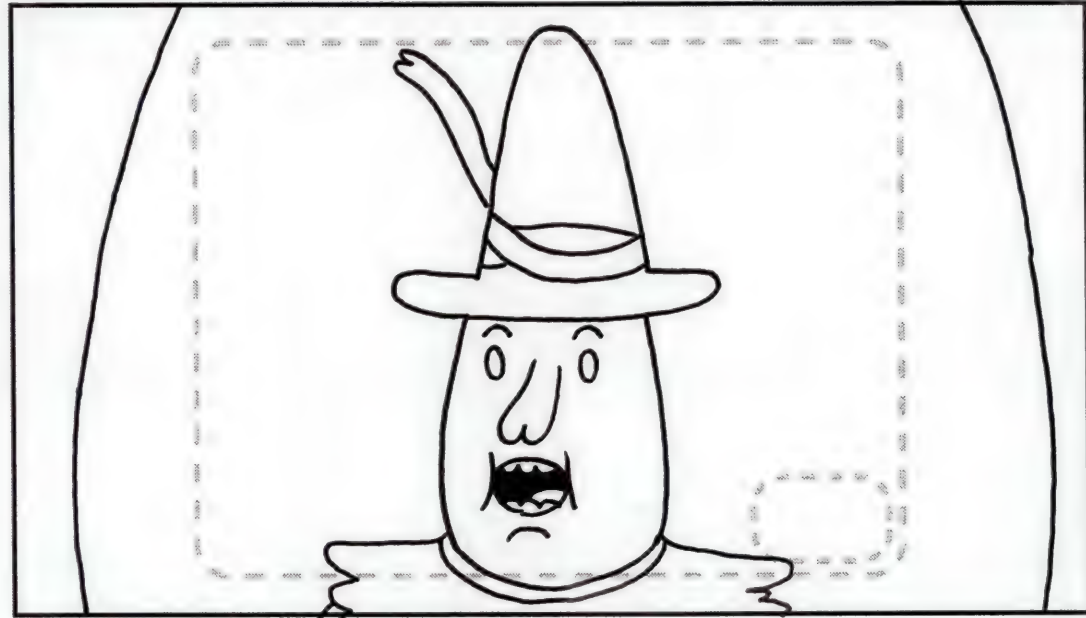
day night



Sc. 87 CONT Pnl. B

Bg.

day night



Dialog:

Magic Man / NO dumb dumb.

MM / You imagined the lock before
the key.

Action:

Timing:

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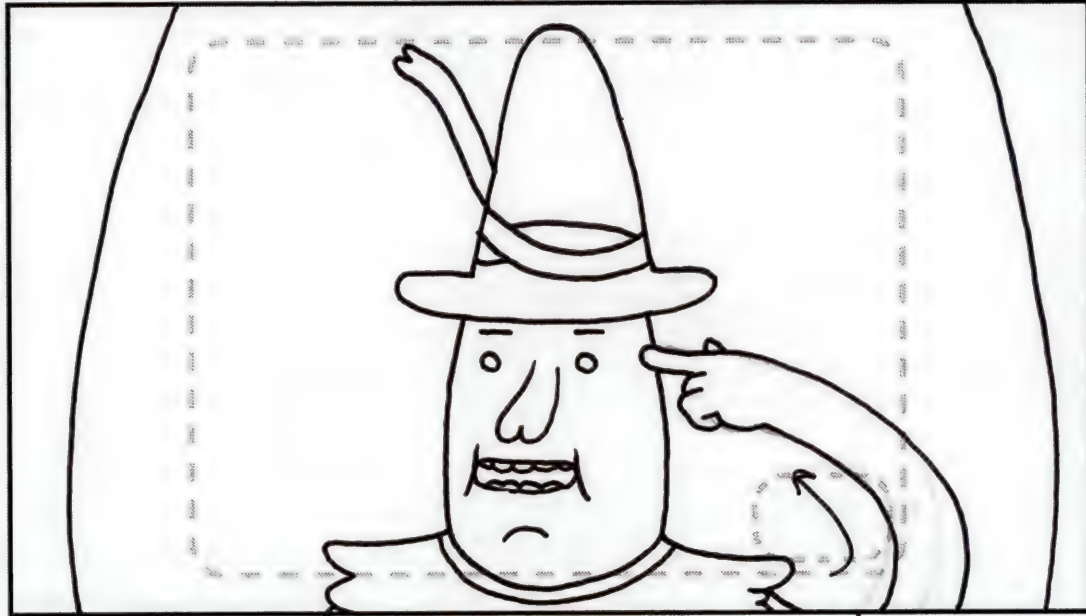


Hi Cut

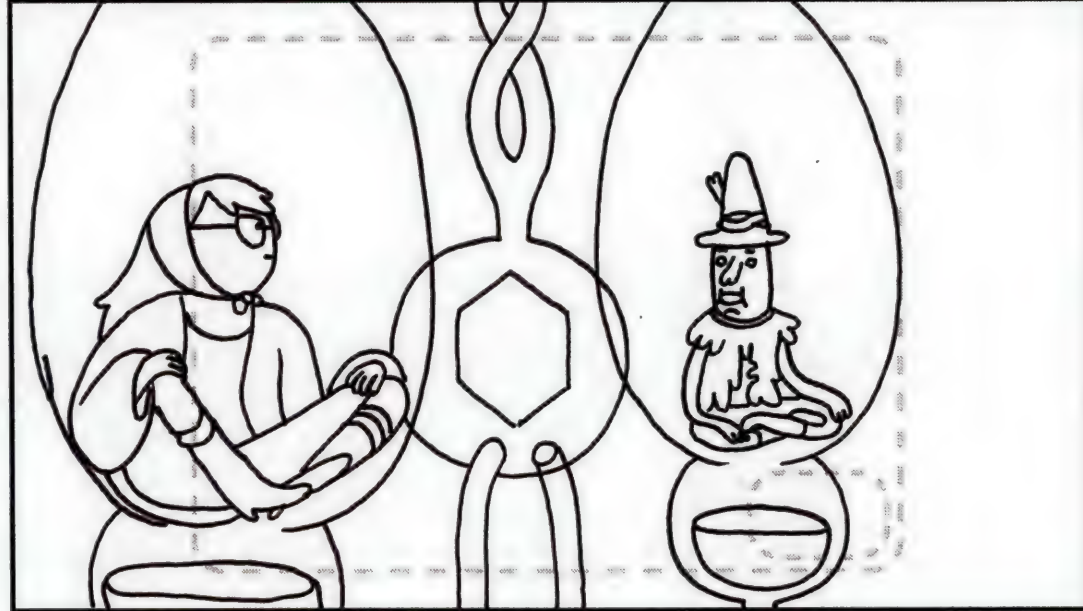
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Cut

Sc. 87 CONT Pnl. C Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog: MM | You think THIS is the key but it's a waste basket.

Action:

Timing:



MM | FLUMES open!



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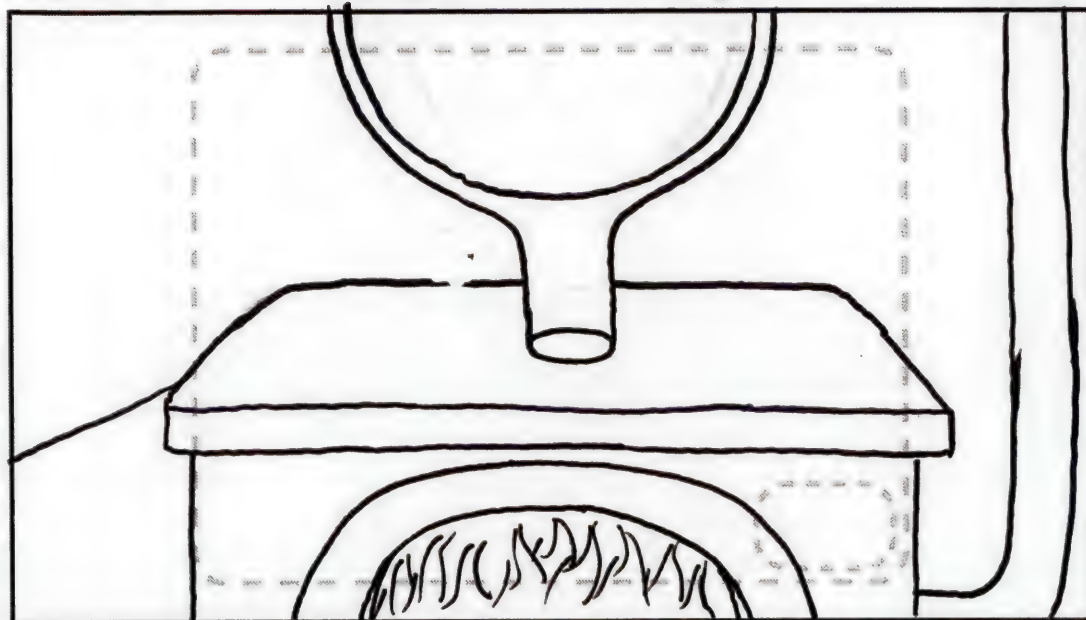
Page 100

Sc. 89

Pnl. A

Bg.

day night

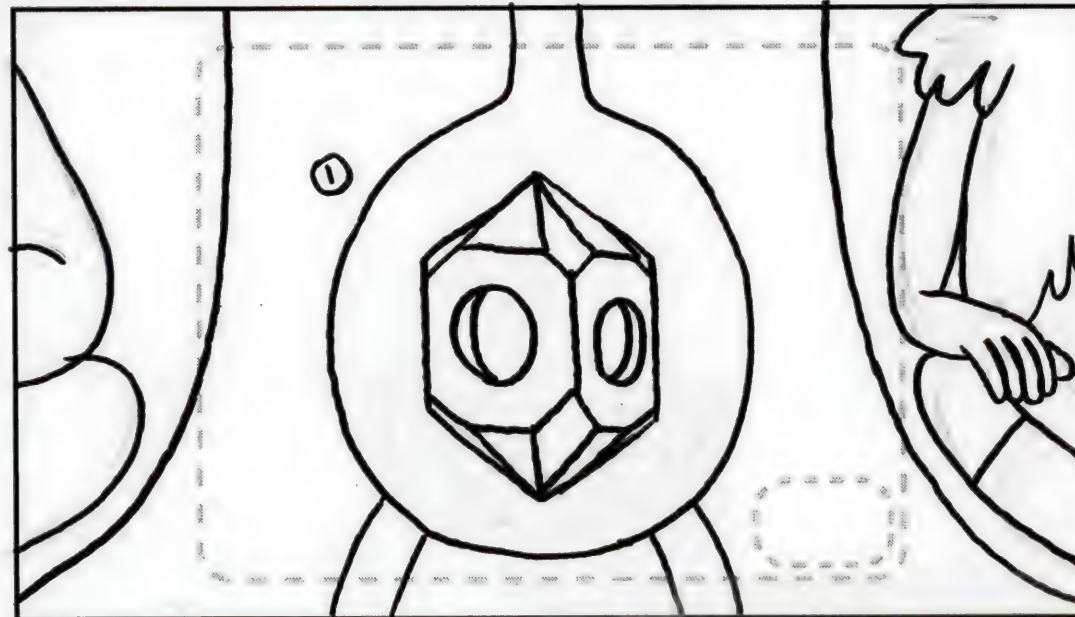


Sc. 90

Pnl. A

Bg.

day night



Dialog:



Action:

- FLAME SLIDES OPEN.

- FLAME HEATS CHAMBER

Timing:

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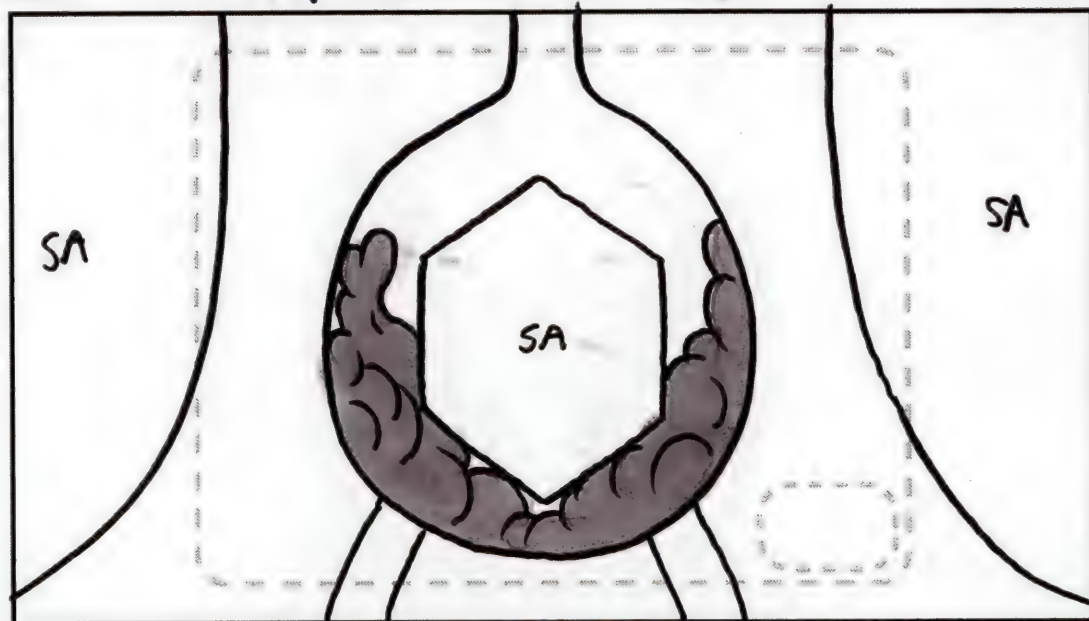
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Sc. 90 CONT Pnl. B Bg. day night



Dialog:

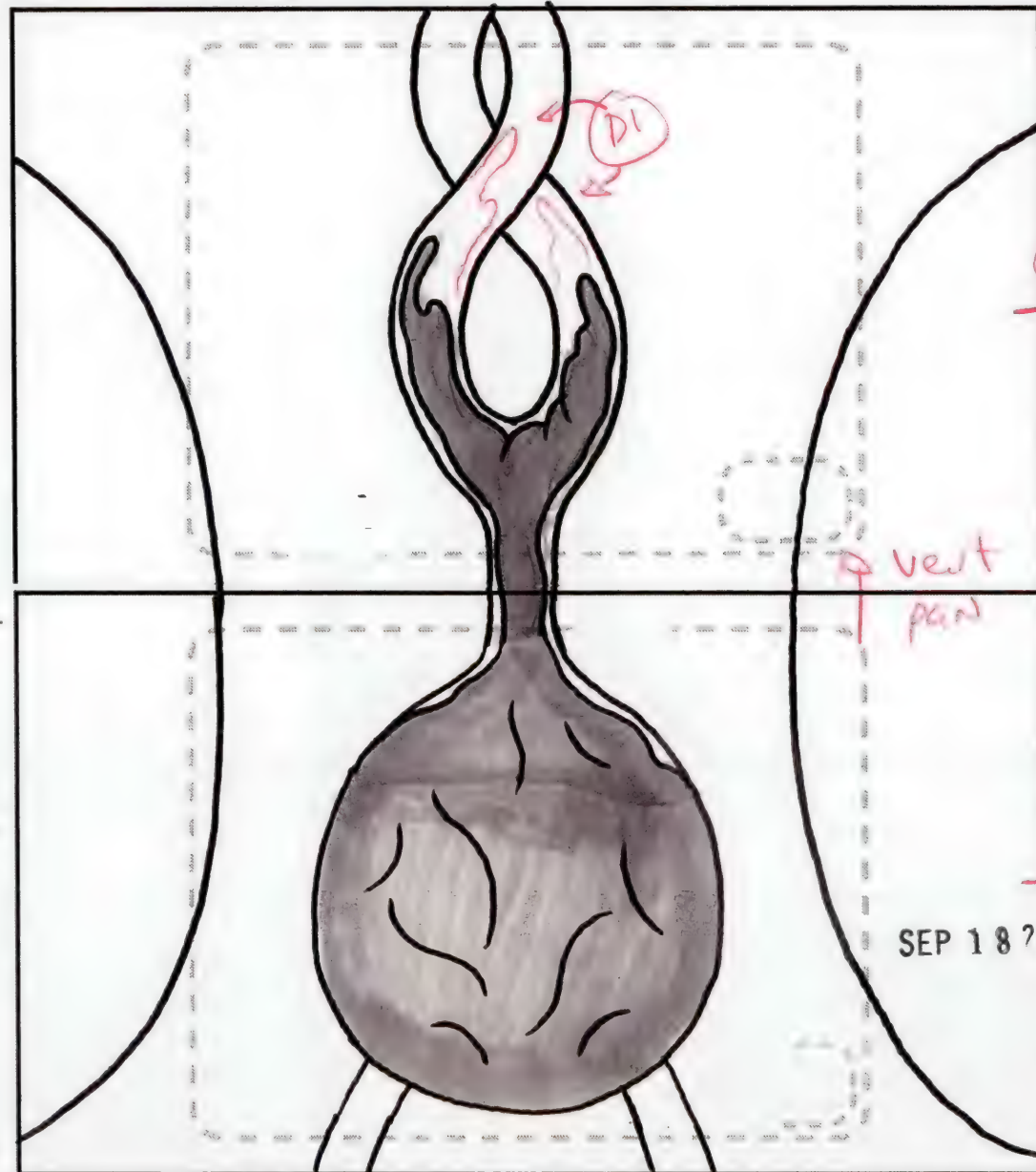
Action:

Timing:



- HELMET CHAMBER
FILLS W/ SMOKE
- SMOKE RISKS IN TUBE.

Sc. 90 CONT Bg. day night



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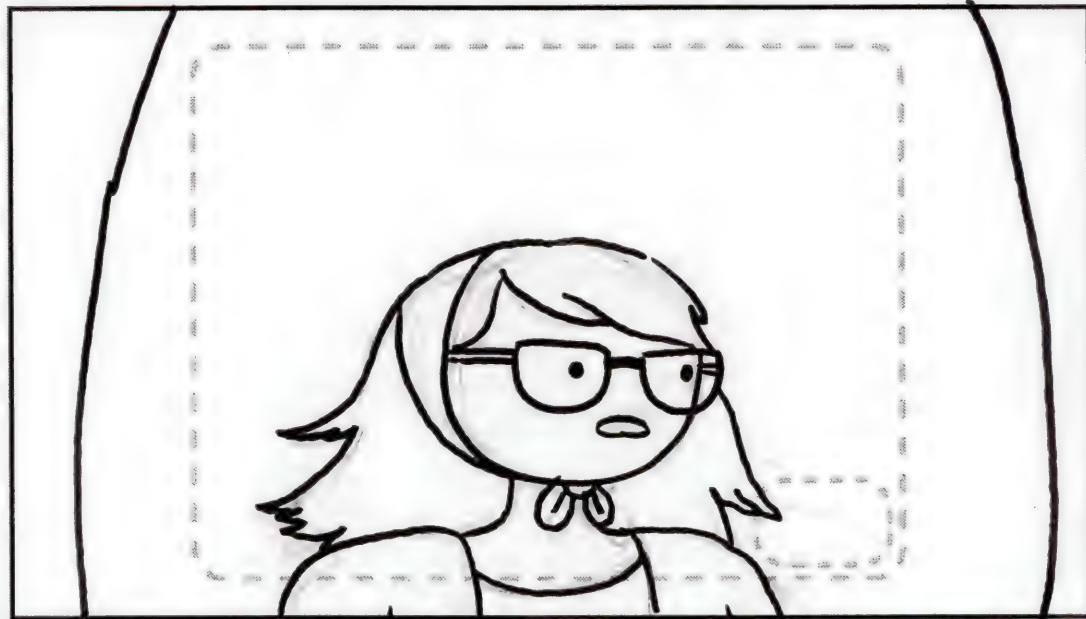
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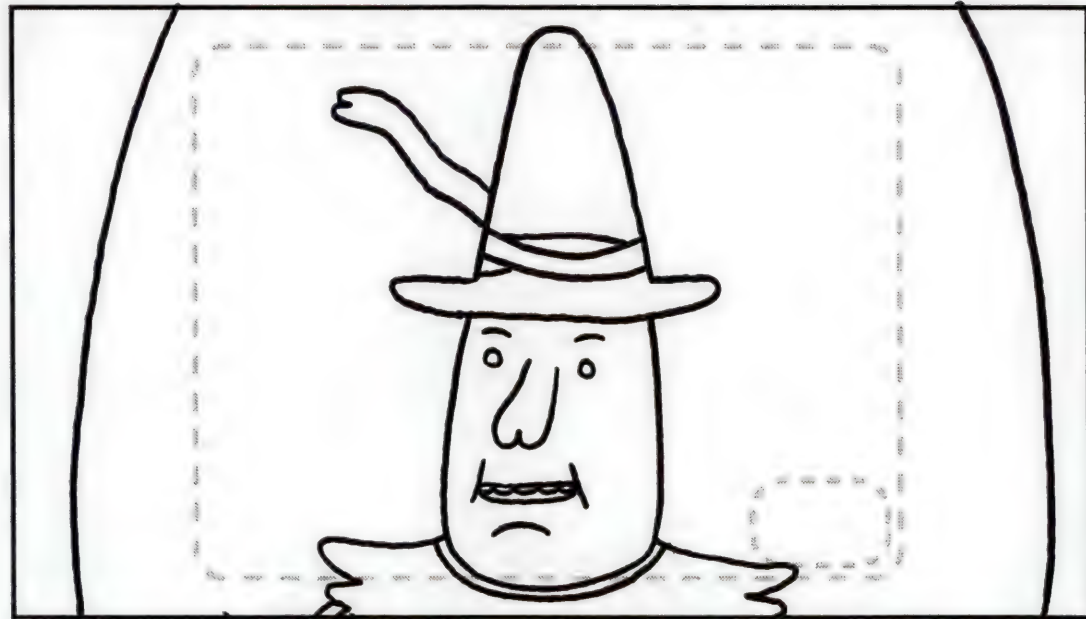


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Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night

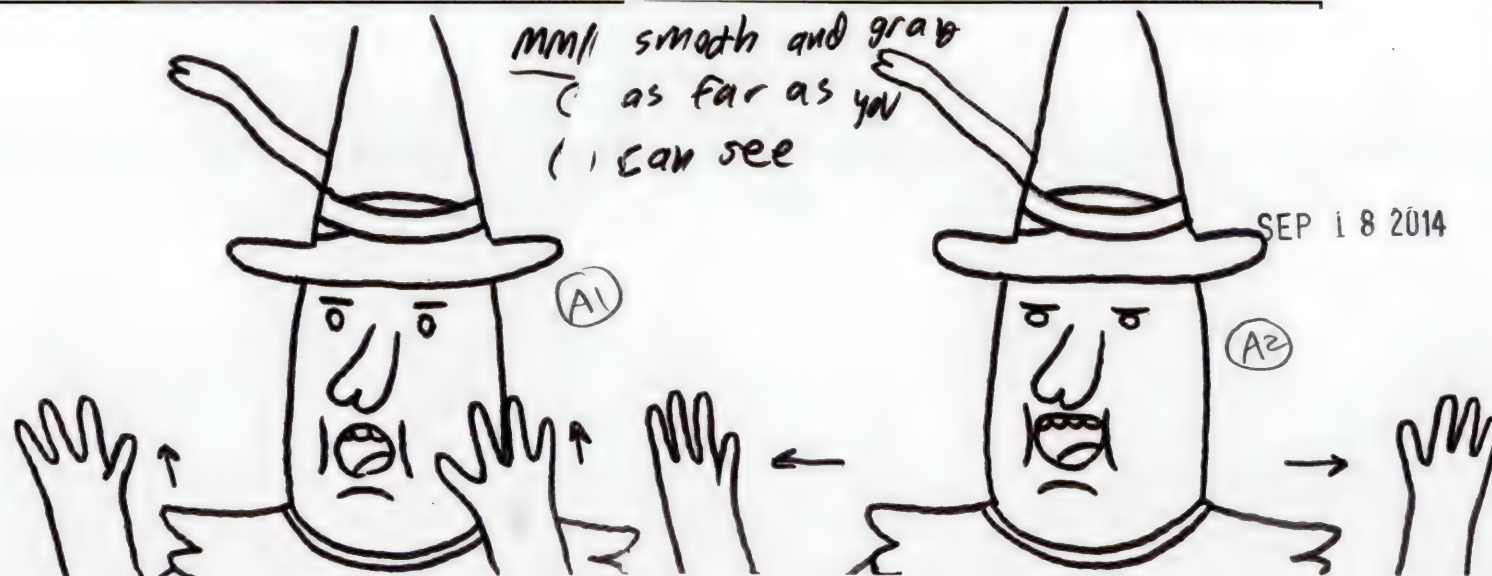


Dialog:

Betty / we'll see.

Action:

Timing:



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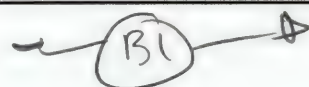
Sc. 92 cont Pnl. B Bg. day night



Sc. 92 cont Pnl. C Bg. day night



Dialog: mm/ No life grows in me



mm/ Nothing to weed

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Timing:

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Sc. 92 cont Pnl. D Bg. day night



Sc. 92 cont Pnl. E Bg. day night



Dialog: mm / Nothing to seed

mm / pure and perfect

Action:

Timing:

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1025/197

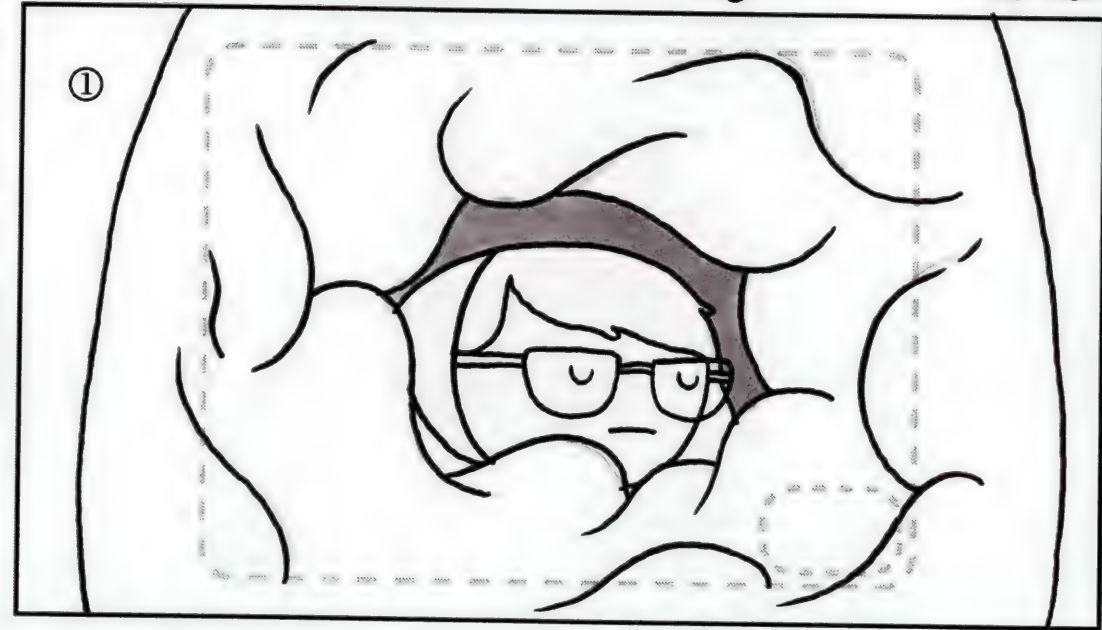
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ADVENTURE TIME



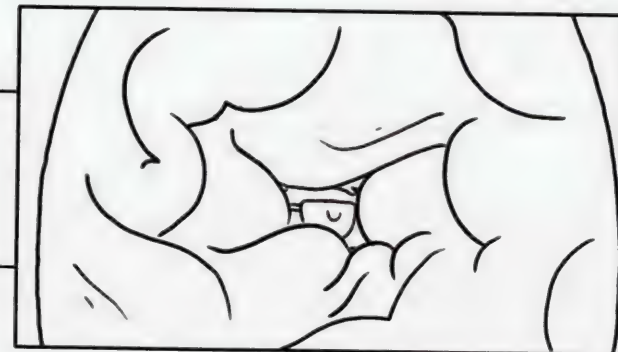
Sc. 93 Pnl. A Bg. day night



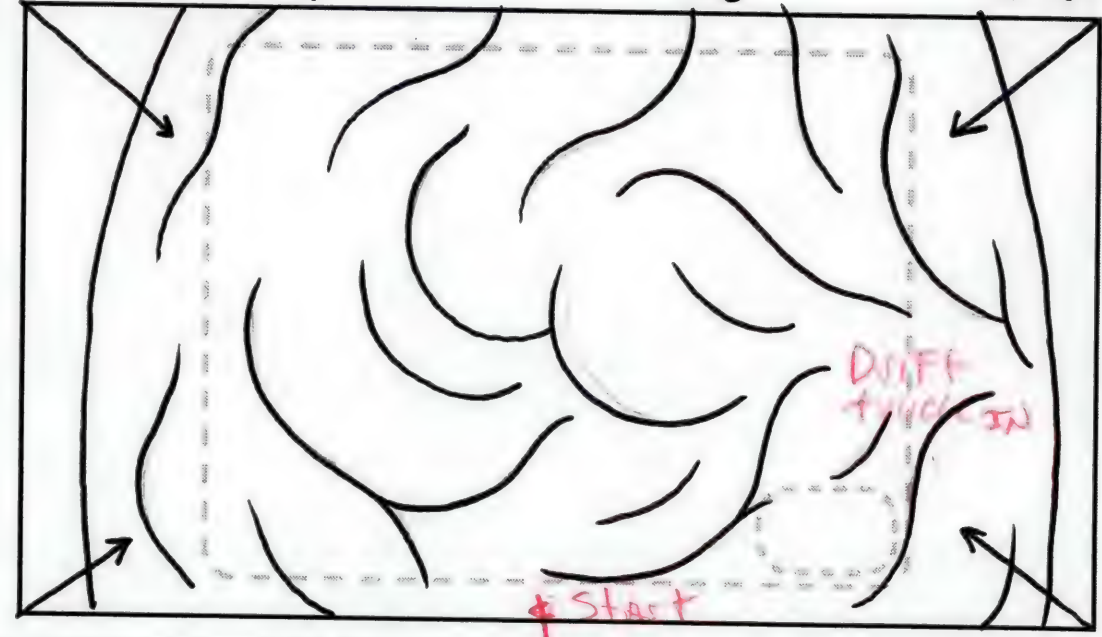
Dialog: MM(OS) / Like the marble floors of a bank

Action: ② (A)

Timing:



Sc. 93 cont Pnl. B Bg. day night Page 105



MM(OS) / You slide with no obstacles... Forever blank

truck in cross+disolve w/ next shot

SEP · 8 2014

1025/197

EPISODE # 1025-197

Production:

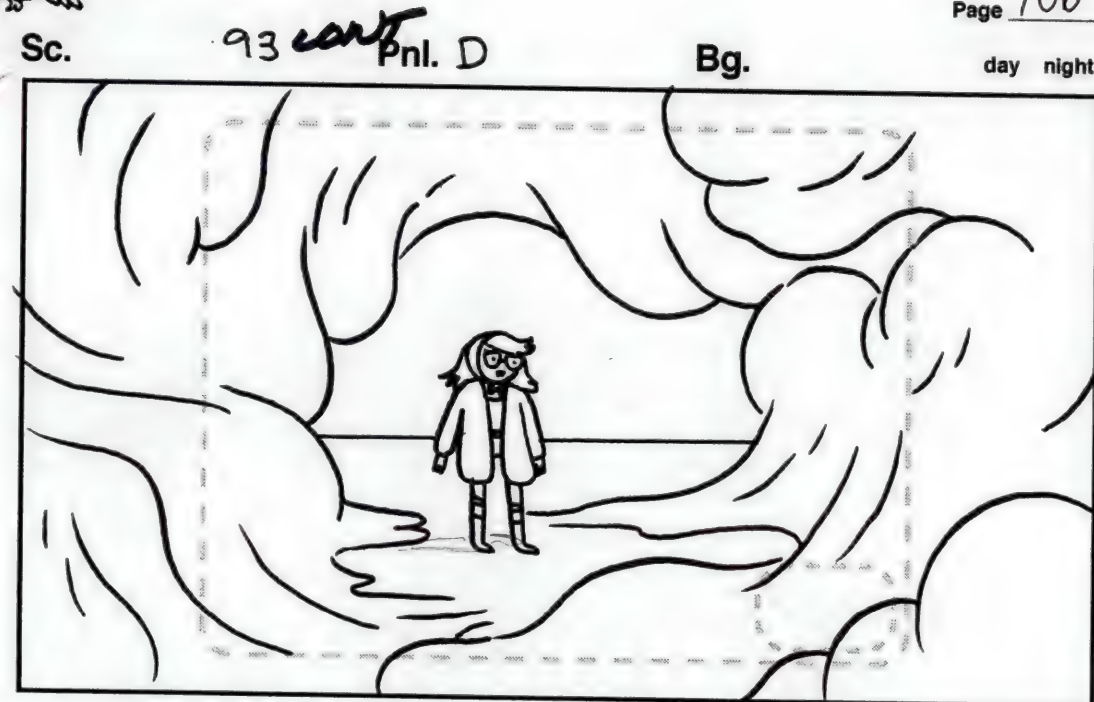
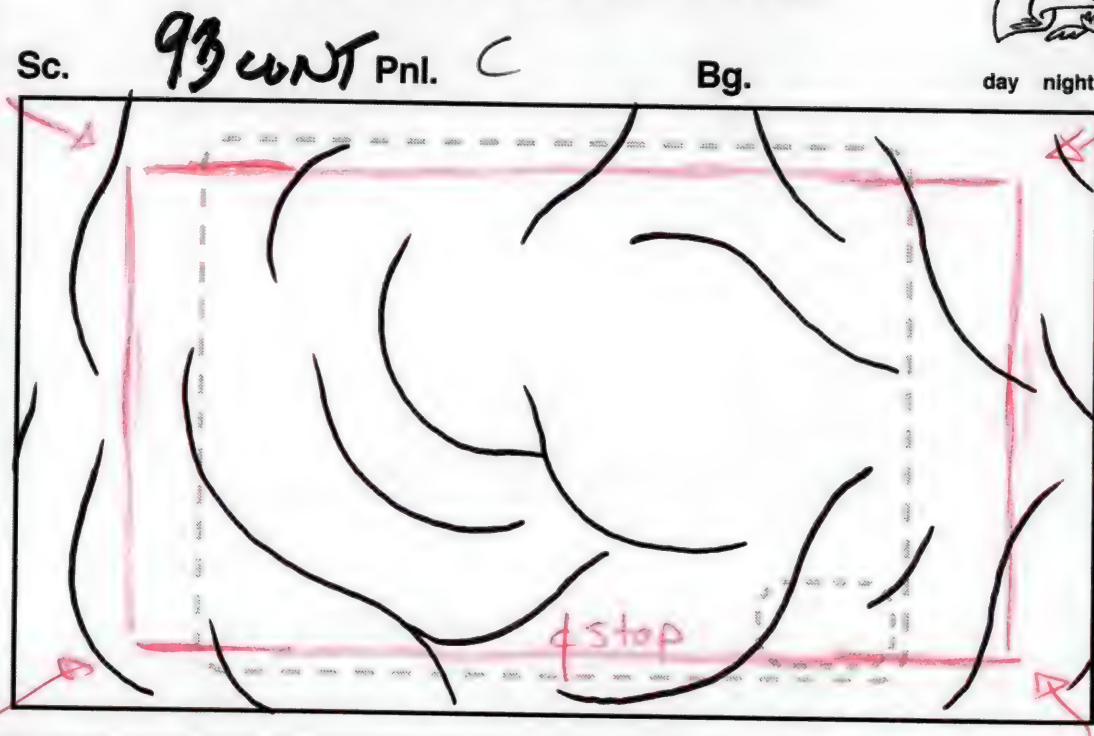
1025/197

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ADVENTURE TIME





Page 106



Dialog: Cent Drift truck in

Action: D2 D1 -SMOKE STARTS CLEARING

Timing:  

SEP 18 2014

EPISODE # 1025-197

1025/197

Production:

1025/197

ADVENTURE TIME



No sc. 94

Sc. 93 *cont*

Pnl. E

Bg.

day night

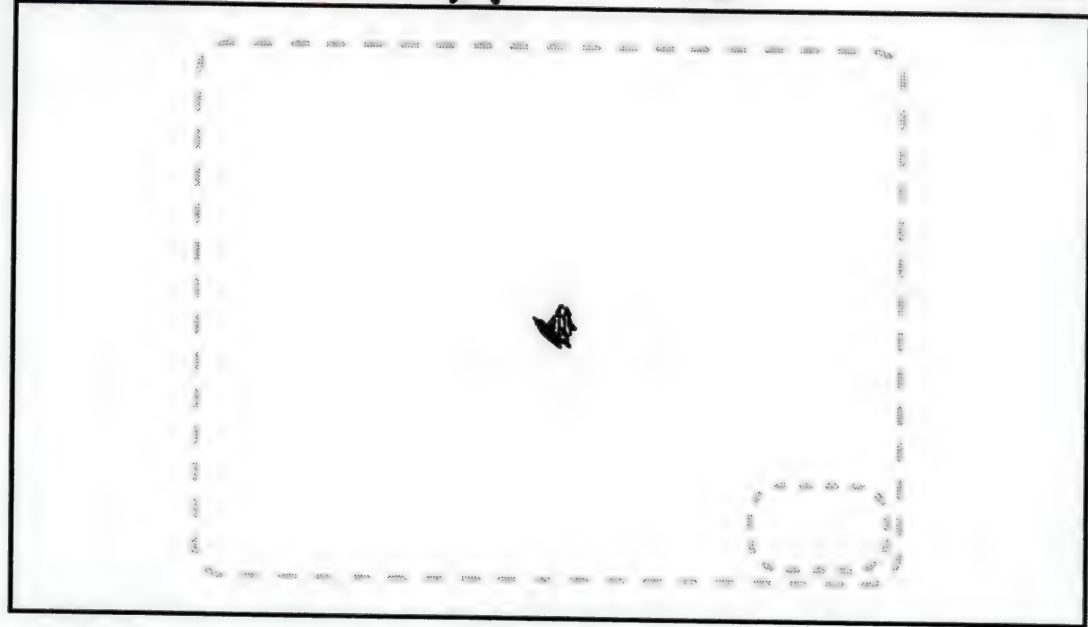
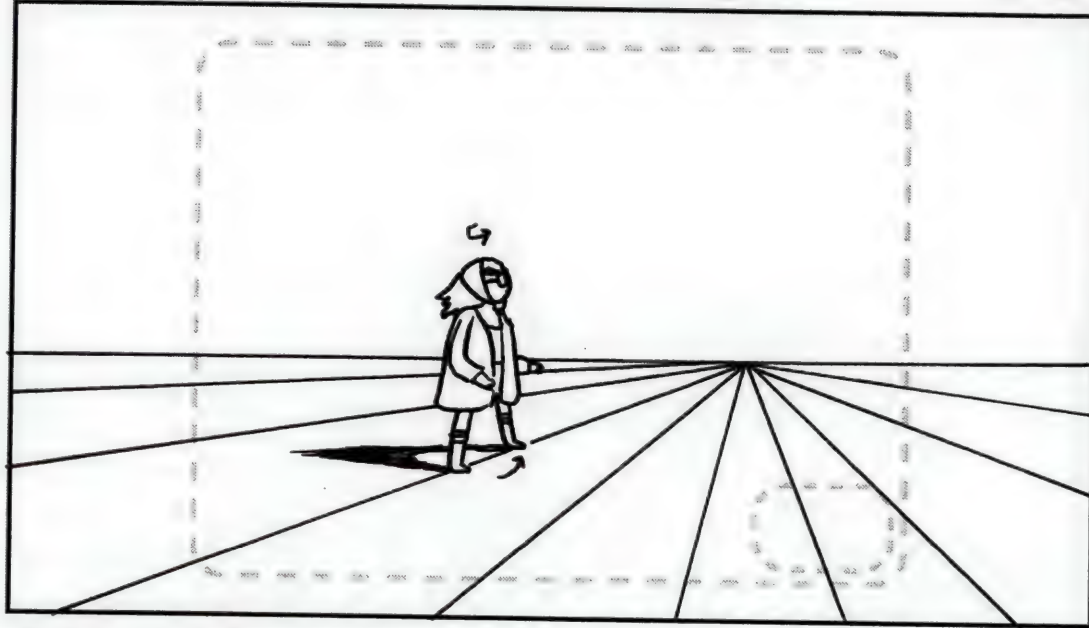
Sc.

95

Pnl. *A*

Bg.

Page *107*
day night



Dialog:

Betty / Woah.

Betty / It really IS like he said...

Action:

- BETTY STANDS ON A SMOOTH, GRAY PLAIN.

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

ADVENTURE TIME



Sc.

95 CONT Pnl. B

Bg.

day night

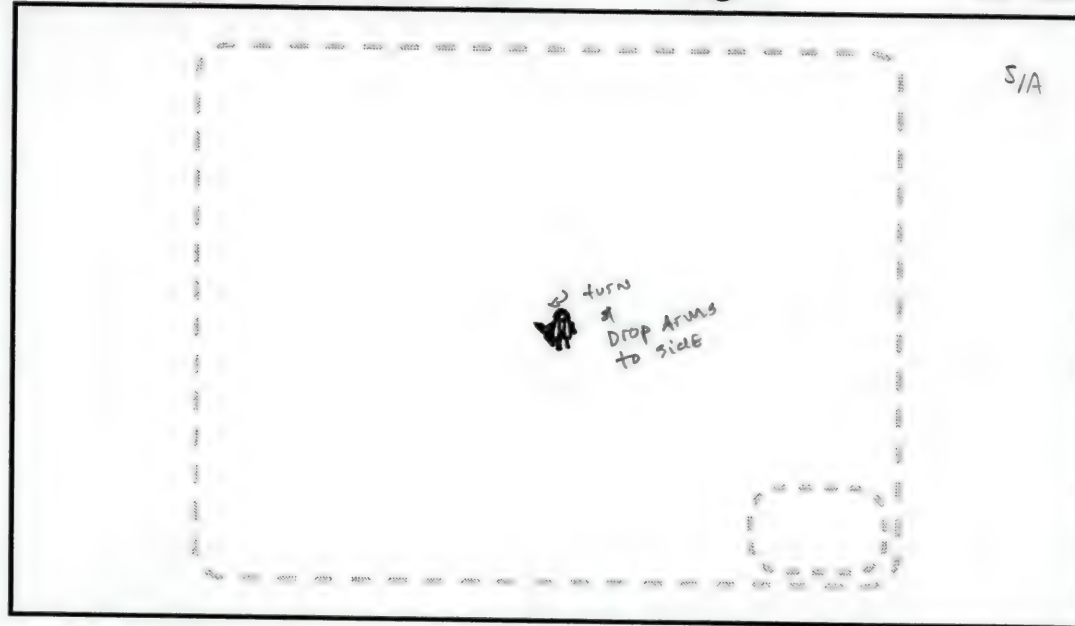
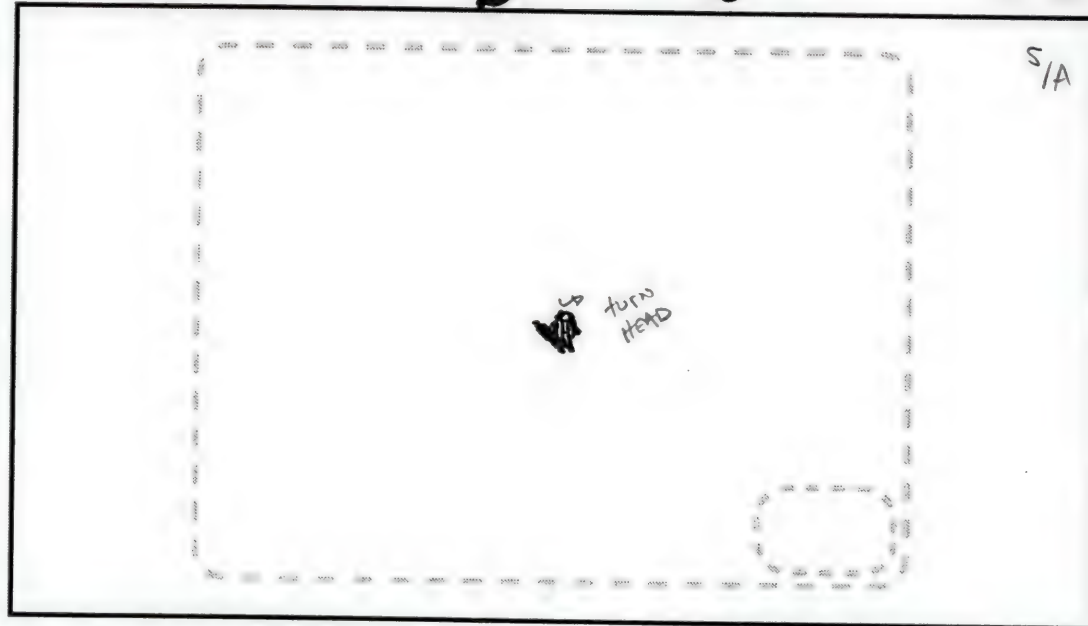
Sc.

95 CONT Pnl. C

Bg.

Page 108

day night



Dialog:

(beat)

Betty / sort of cool though.

Action:

Timing:

SEP 18 2014

EPISODE #

1025-197

Production:

1025/197

1025/197

Ho Cut

ADVENTURE TIME



Ho Cut

Sc.

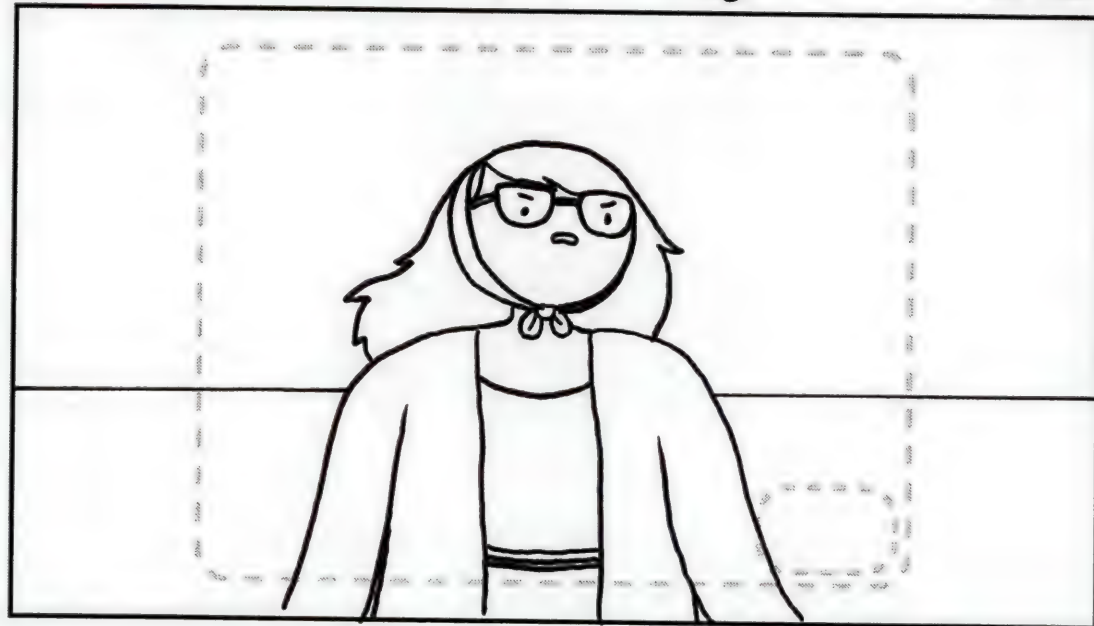
96

Pnl.

A

Bg.

day night



Sc.

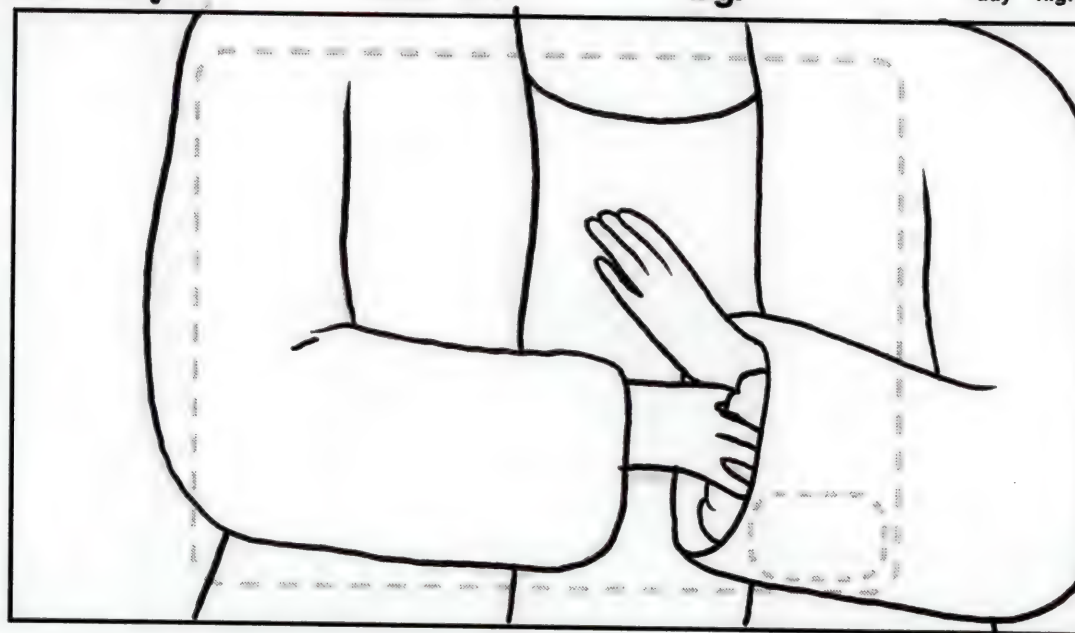
97

Pnl.

A

Bg.

day night



Dialog:

Action:

BETTY
REACHES
INTO
SLEEVE.

(A2)



Betty / Waah
Margles...

(A1)

- PHOTO HAS
BECOME
A MARGLES
MASK -



(A1)

SEP 18 2014

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EPISODE #

1025-197

1025/197

Production:

Ho Cut

1025/197

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Handwritten: H/Cut

ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night



Sc. 98 CONT Pnl. B

Bg.

day night

Page 110



Dialog:

Betty / The —————→ key ...

Action:

- BETTY HOLDS UP MASK. (BI)

Timing:

SEP 18 2014



1025/197

EPISODE #

1025-197

1025/197

Production:

ADVENTURE TIME



Sc. 98 *cont* Pnl. C

Bg.

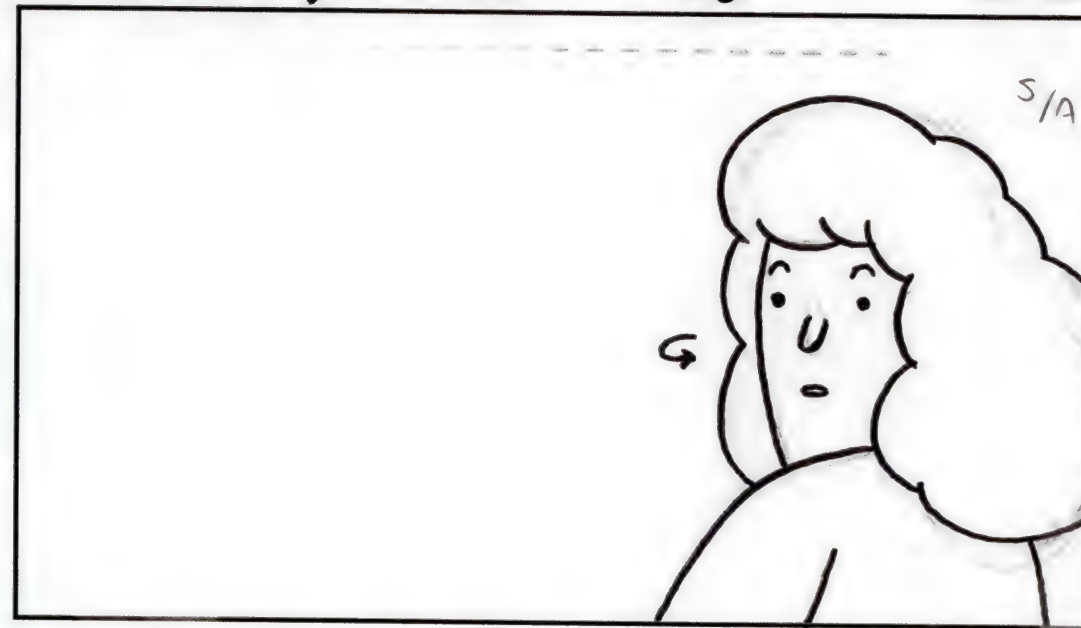
day night

Sc. 98 *cont* Pnl. D

Bg.

Page 111
day night

*Hu
Cust*



Dialog:

Action:

Timing:



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Production:

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1025/197

1025/197

1025/197

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He
Cut

ADVENTURE TIME



Page 112

Sc. 99 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: Margles / woah
↑
(new voice)

Action:

SEP 18 2014

Timing:

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Production:

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1025/197



ADVENTURE TIME

Sc. 99 *CONT* Pnl. B

Bg.

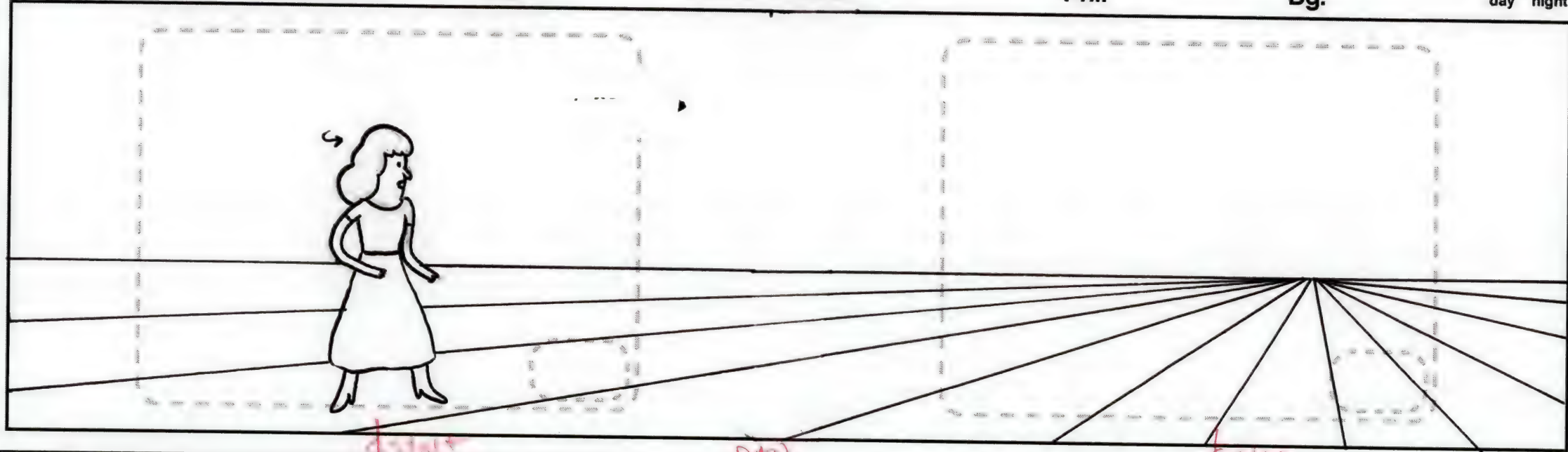
day night

Sc.

Pnl.

Bg.

Page 113
day night



Dialog:

SFX: *VMMM*

Action:

- BETTY HEARS SOUND AND TURNS
- PAN RIGHT.

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197

ADVENTURE TIME

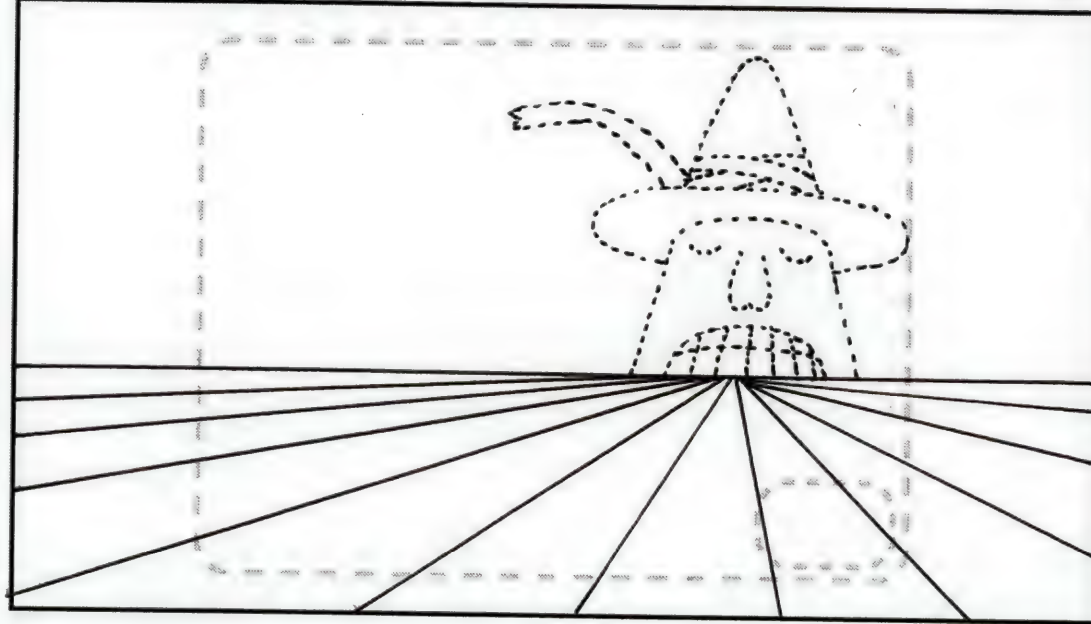


Cut

Sc. 99 *CONT* Pnl. C

Bg.

day night

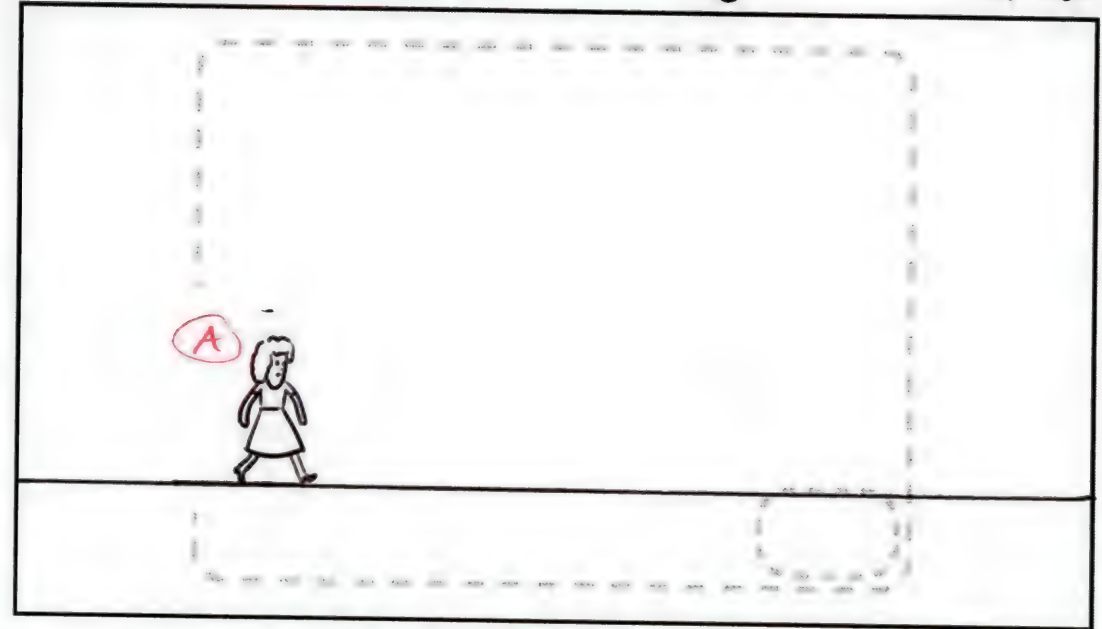


Sc. 100

Pnl. A

Bg.

Page 114
day night



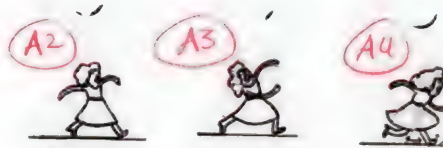
Dialog: Betty / ^(a15) Ah-ha!

Action: stone head of Magic Man appears in distance

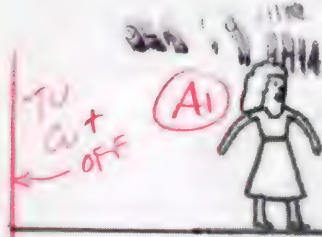
Timing:



Betty / Bingo! ^(a2) woah woah woah ^(a5) woah!



*slip
steps
in
place*



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1025/197

1025/197

1025/197

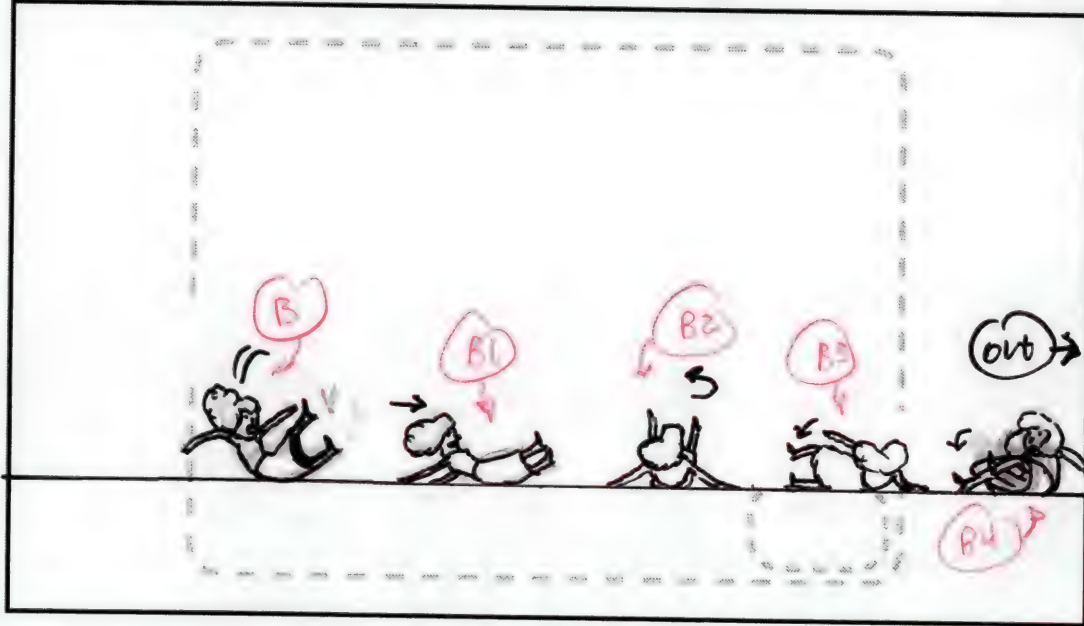
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ADVENTURE TIME

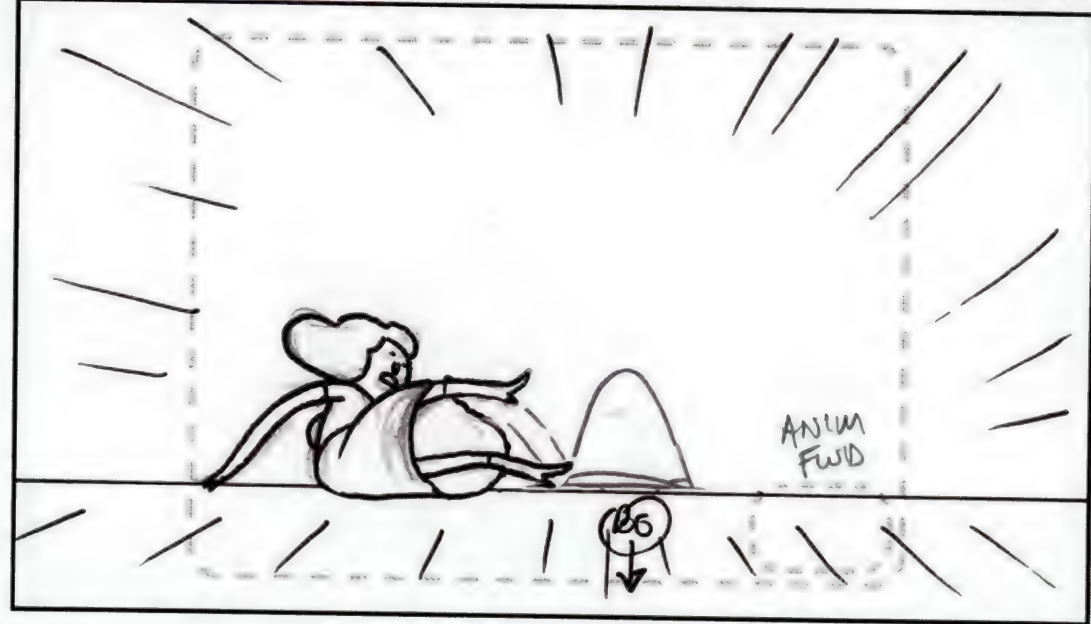


Sc. 100 CONT Pnl. B Bg.

day night



Sc. 101 Pnl. A Bg.



Page

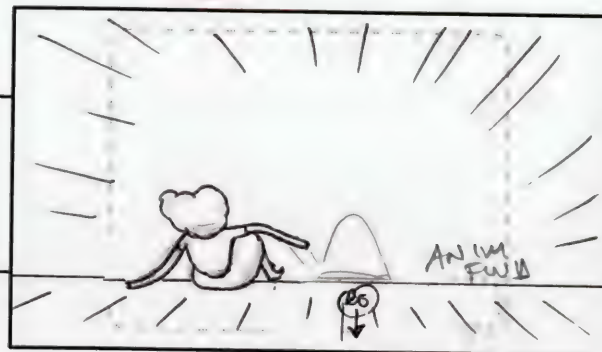
day night

115
115A NEXT

Dialog: Betty / :00mph :

Action: - BETTY FALLS AND SLIDES OFF/S

Timing:



SEP 18 2014

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EPISODE #

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1025/197

Production:

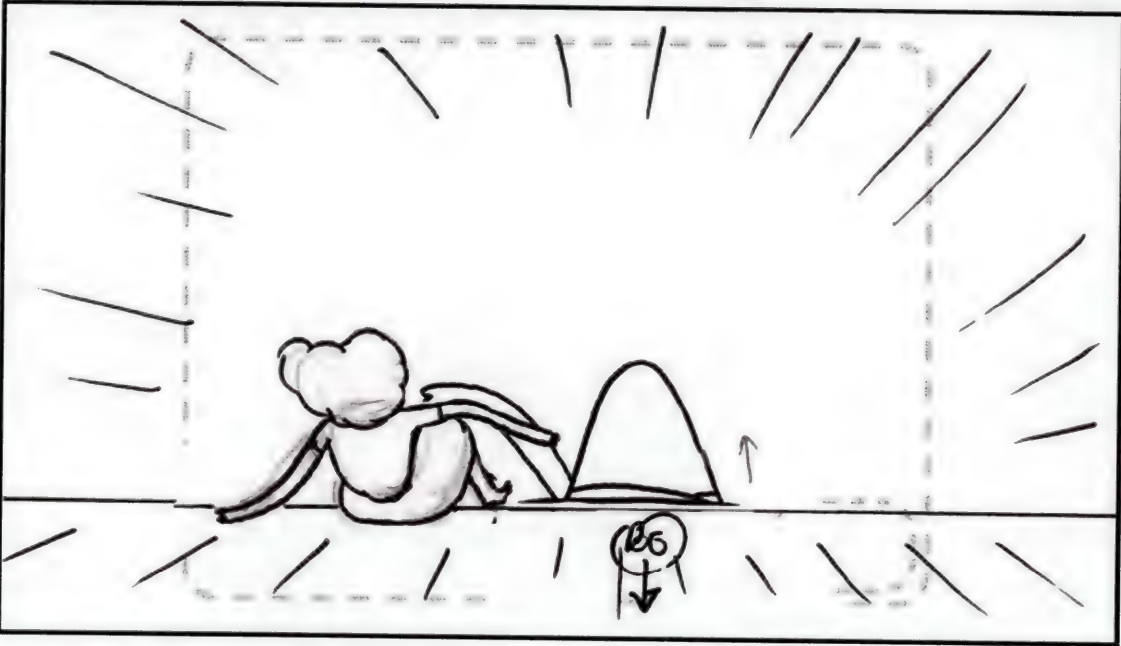
ADVENTURE TIME



Sc. 101 *CONT* Pnl. B

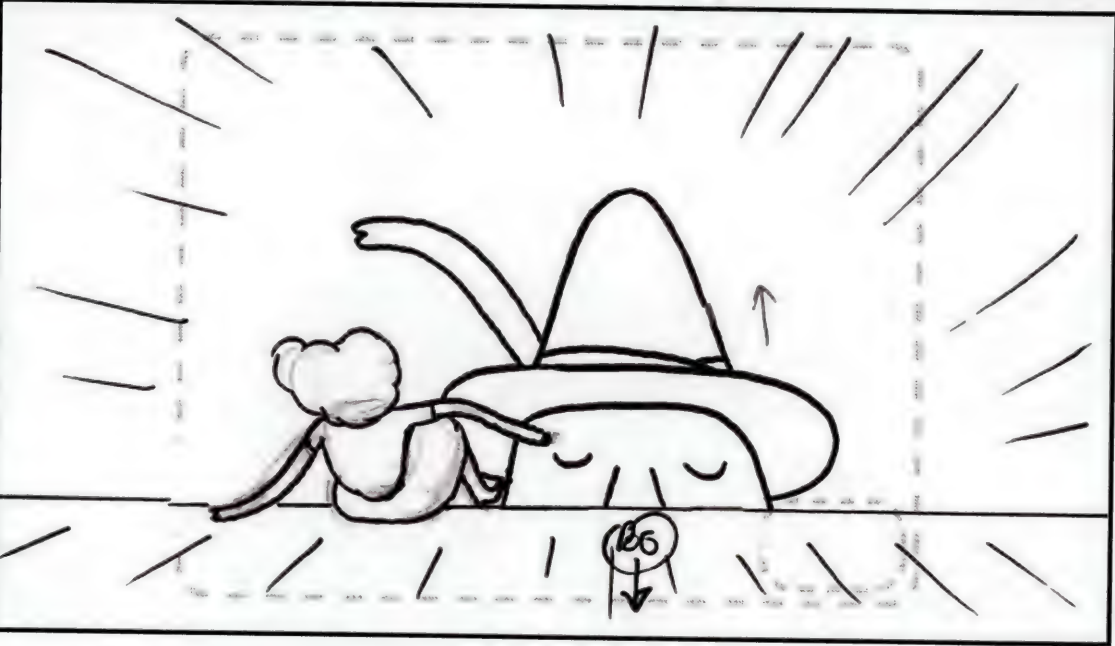
Bg.

day night



Sc. 101 *CONT* Pnl. C

Bg.



Page 115A
116 NEXT
day night

Dialog:
Action:
Timing:

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1025/197

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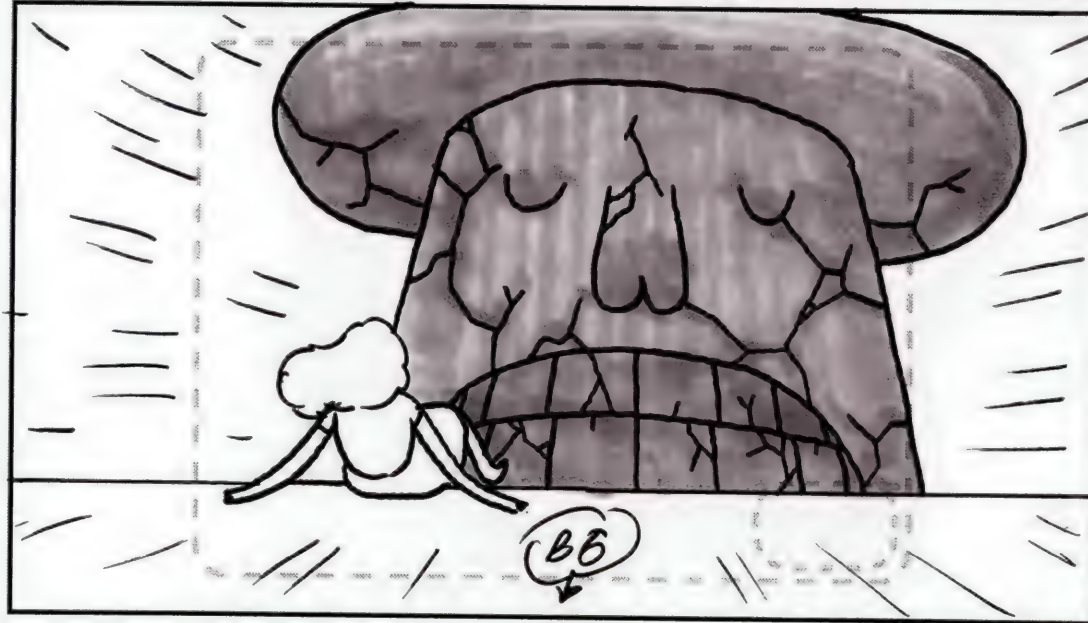
ADVENTURE TIME



Sc. 101 *CONT* Pnl. D

Bg.

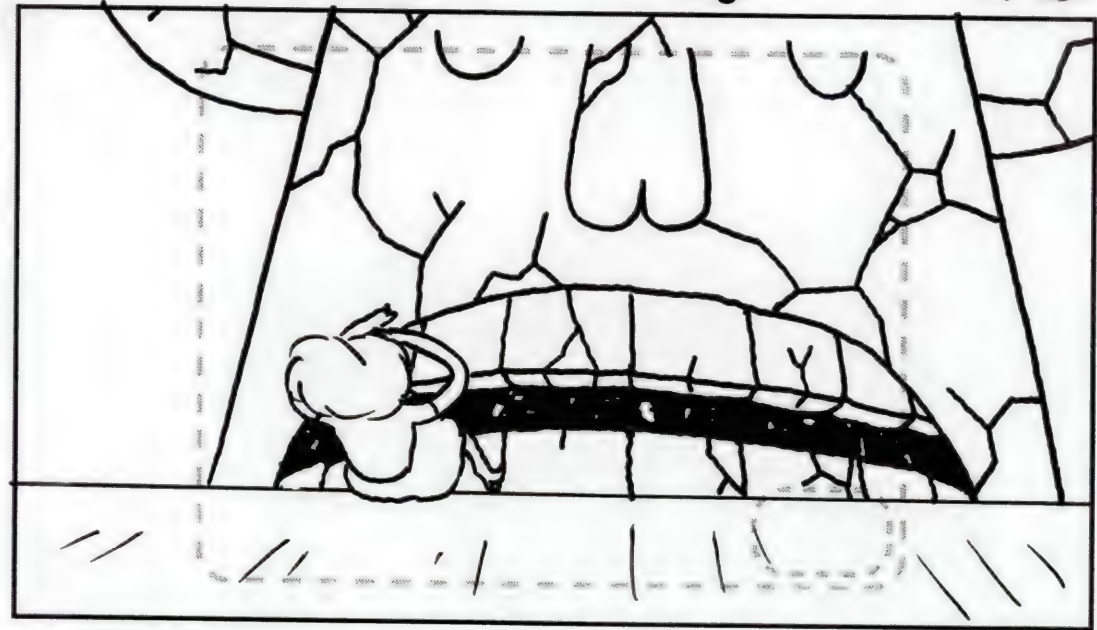
day night



Sc. 101 *CONT* Pnl. E

Bg.

day night



Dialog:

Action:

- BETTY SLIDES TOWARDS MM FACE.

-MM. MOUTH OPENS.

Timing:

SEP 18 2014

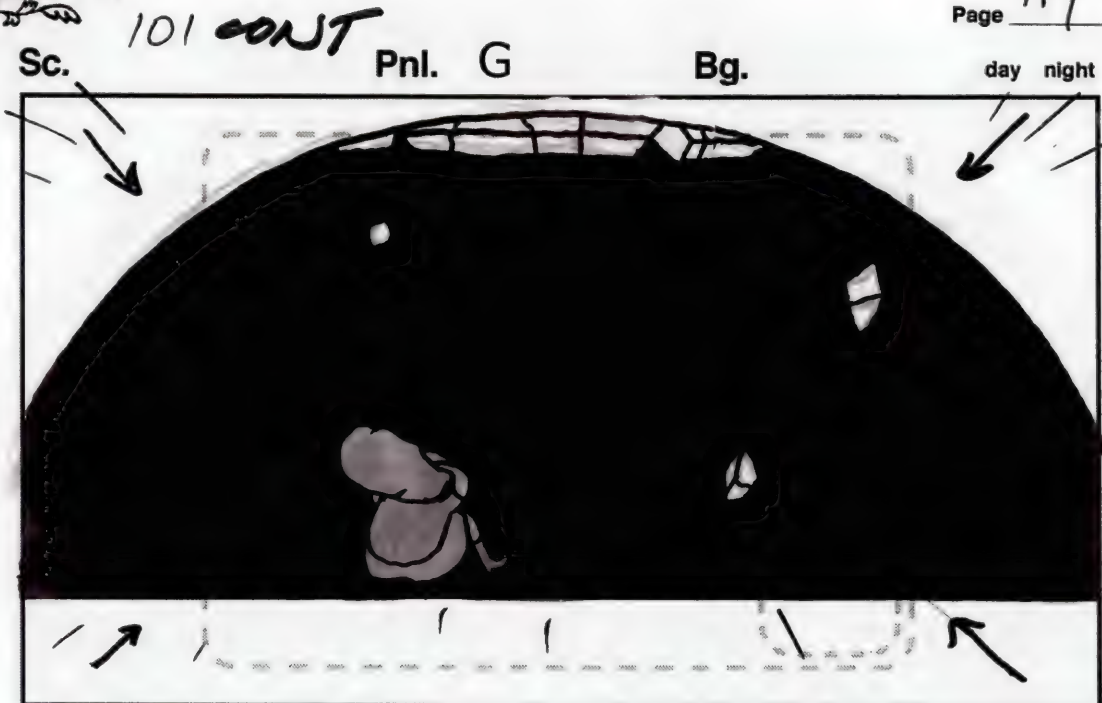
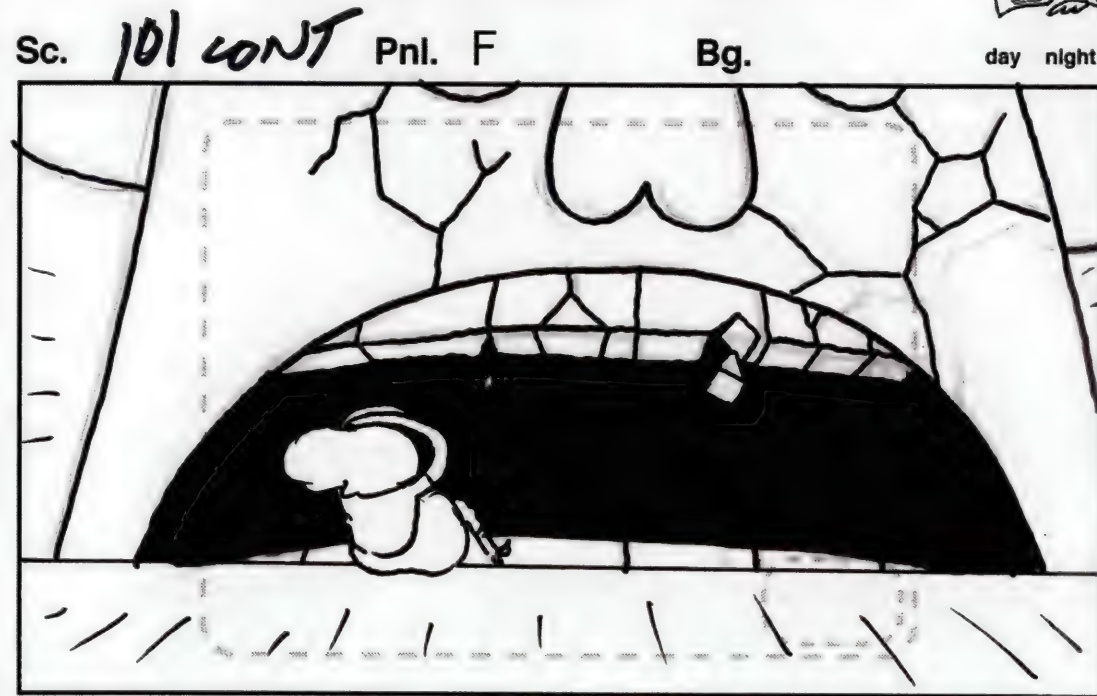
EPISODE #

Production:

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ADVENTURE TIME



Page *117*

Dialog:

Action:

- M.M MOUTH OPENS.

*- Betty slides into math
(truck in)*

SEP 18 2014

Timing:

EPISODE #

Production:

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1025/197

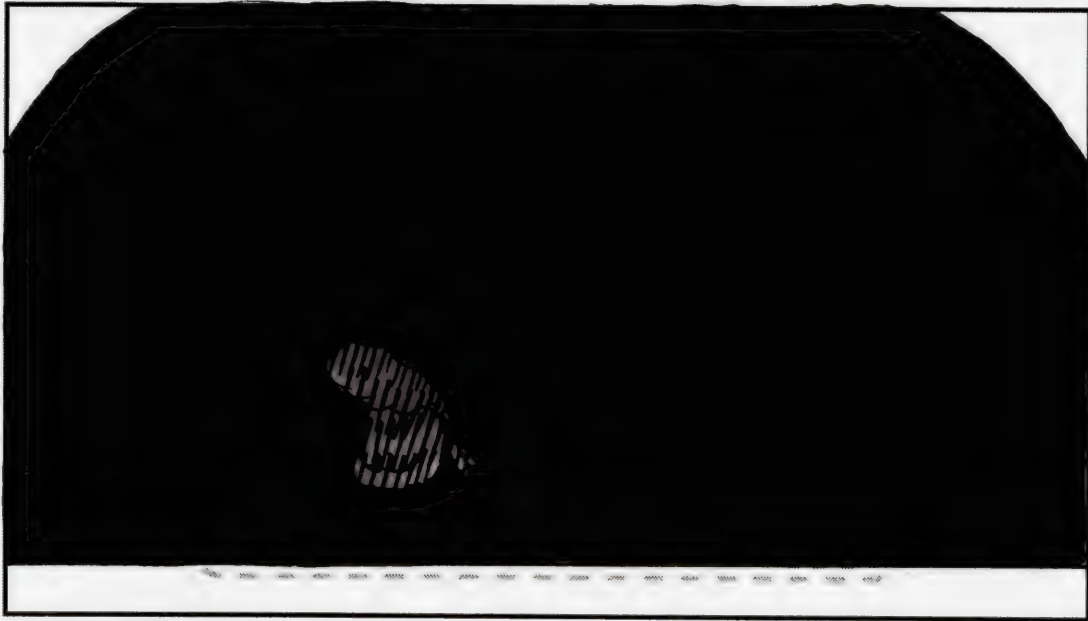
1025/197

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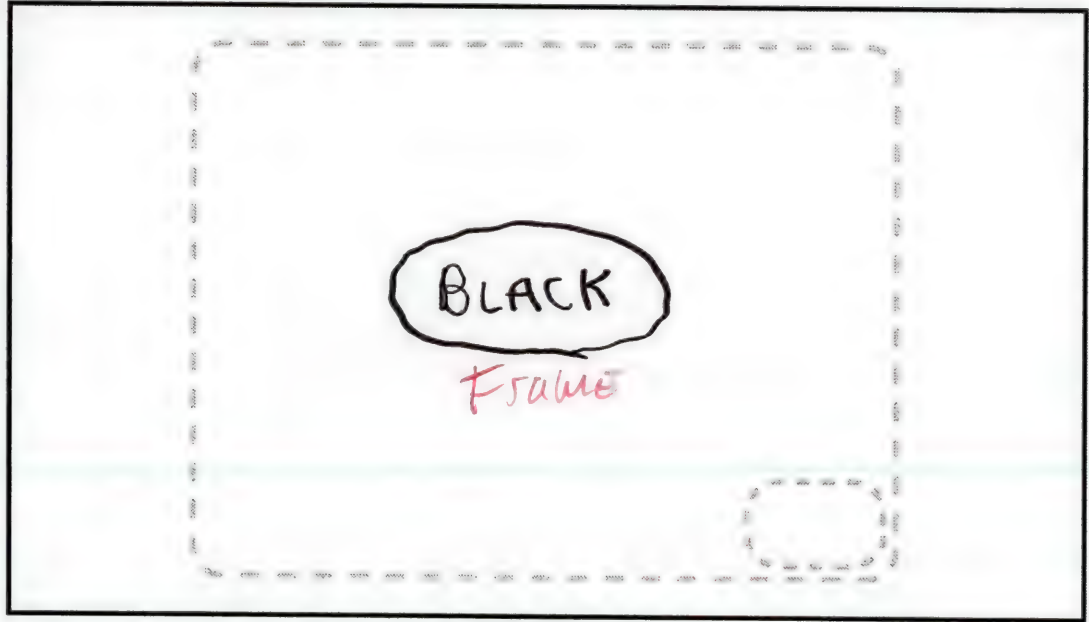
ADVENTURE TIME



Sc. 101 cont Pnl. H Bg. day night



Sc. 101 cont Pnl. G Bg. day night



Ho
Cont

1025-197

1025/197

EPISODE #

Production:

Dialog:	<u>Magic Man/ margles...!</u>
Action:	- continue truck in - BETTY DISAPPEARS INTO MOUTH.
Timing:	SEP 18 2014

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1025/197

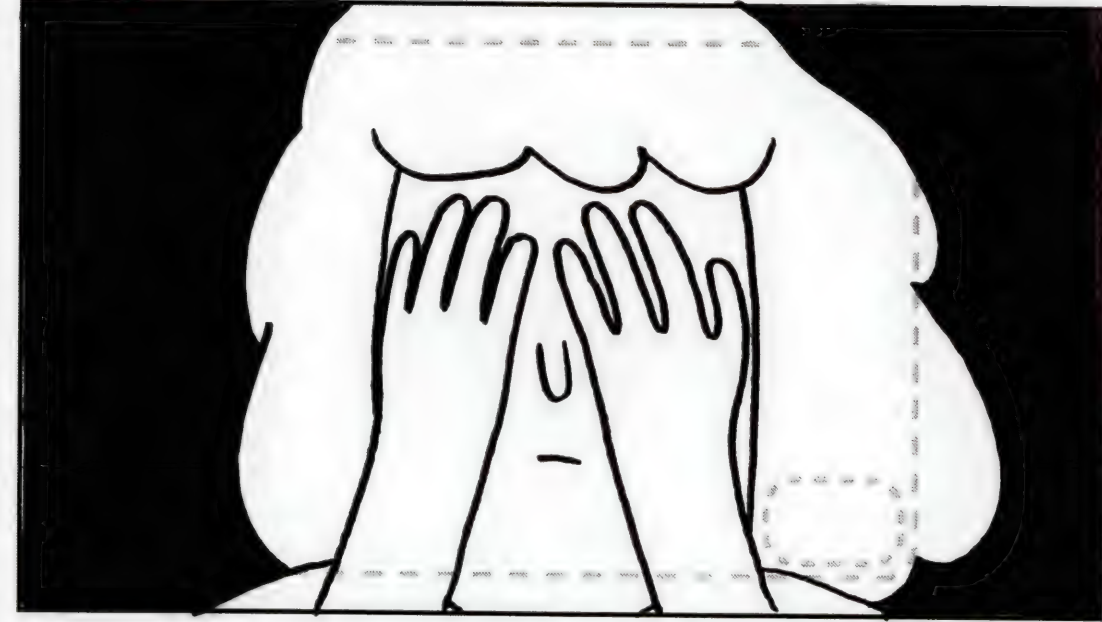
HW
Cont

ADVENTURE TIME

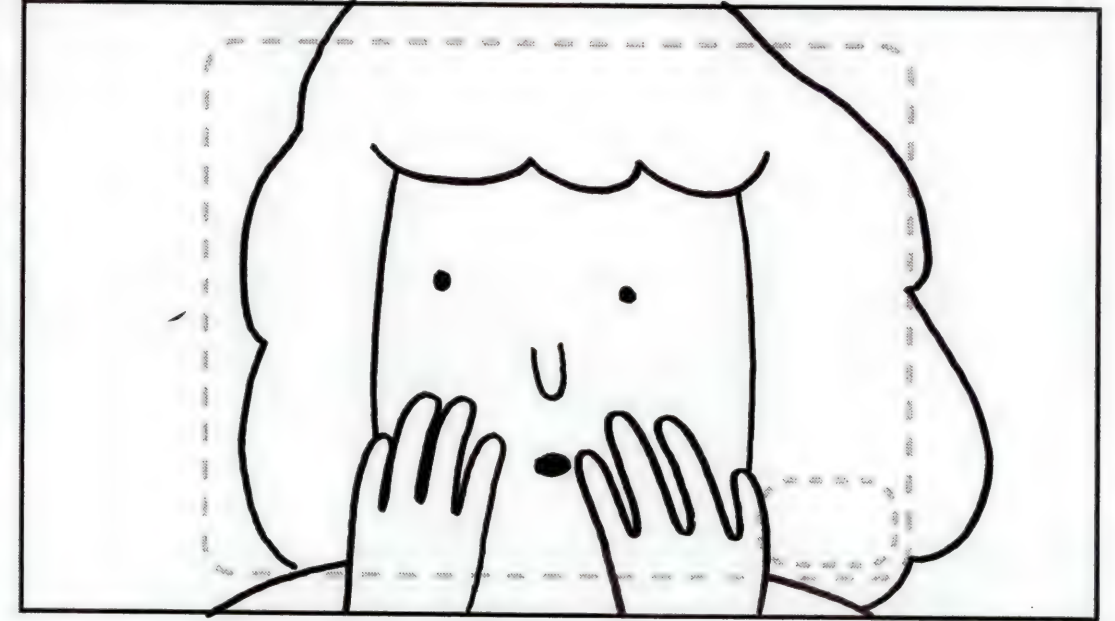


Page 119

Sc. 102 Pnl. A Bg. day night



Sc. 102 CONT Pnl. B Bg. day night

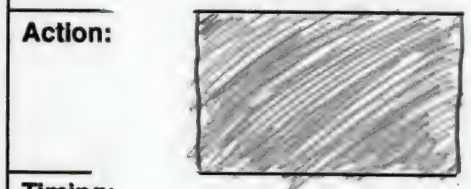


HW
Cont

1025-197

Dialog: magicMan (os) / open your eyes Margles

Margles / @who's@that?



- BETTY LOOKS AROUND.



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Timing: Black Fs.
(A)

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Production:

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ADVENTURE TIME



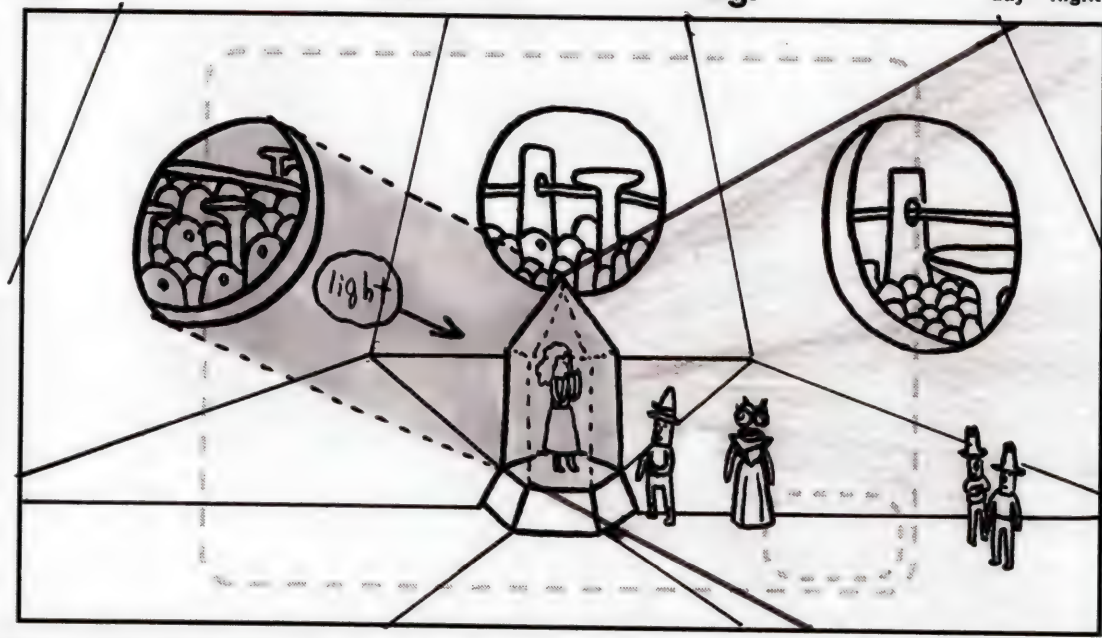
no cut

Sc. 103

Pnl. A

Bg.

day night



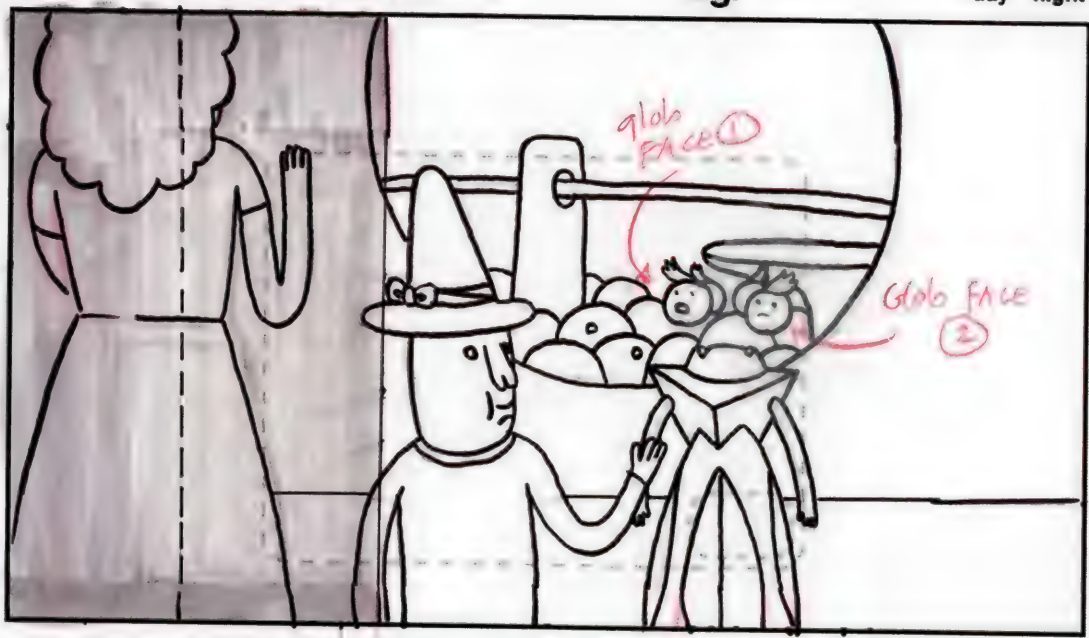
Sc. 104

Pnl. A

Bg.

day night

Page 120



Dialog: MM/ I'm magic man and that's my sibling Glob.



Glob/ Hi.

Action: - light shining into crystal chamber and rainbow coming out other side

Timing:

SEP 18 2014



EPISODE #

Production:

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1025/197

1025/197

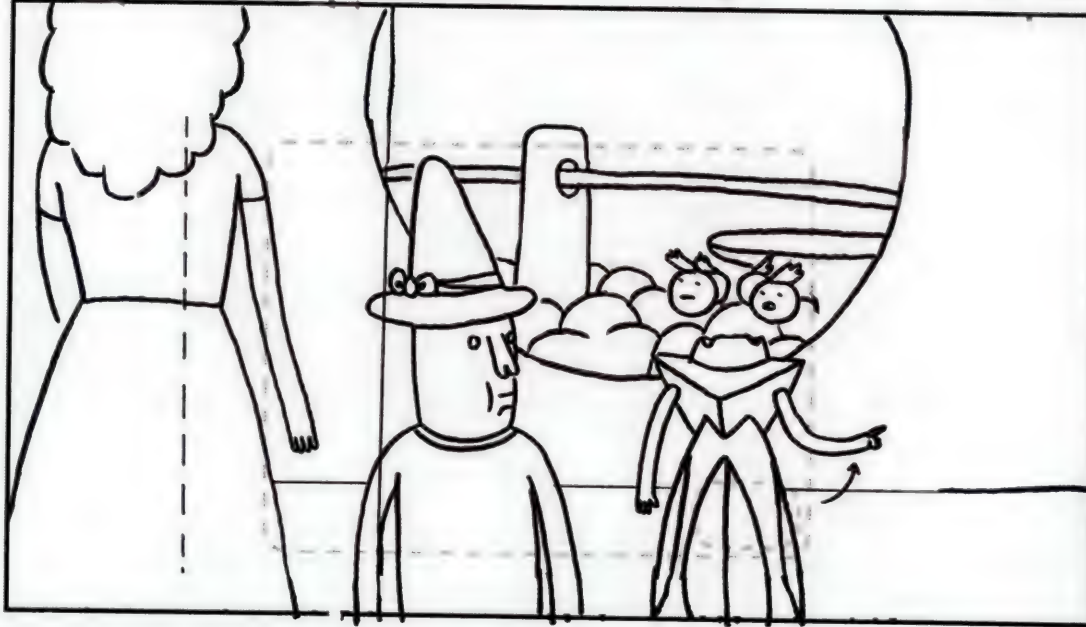
ADVENTURE TIME



Sc. 104 *CONT* Pnl. B

Bg.

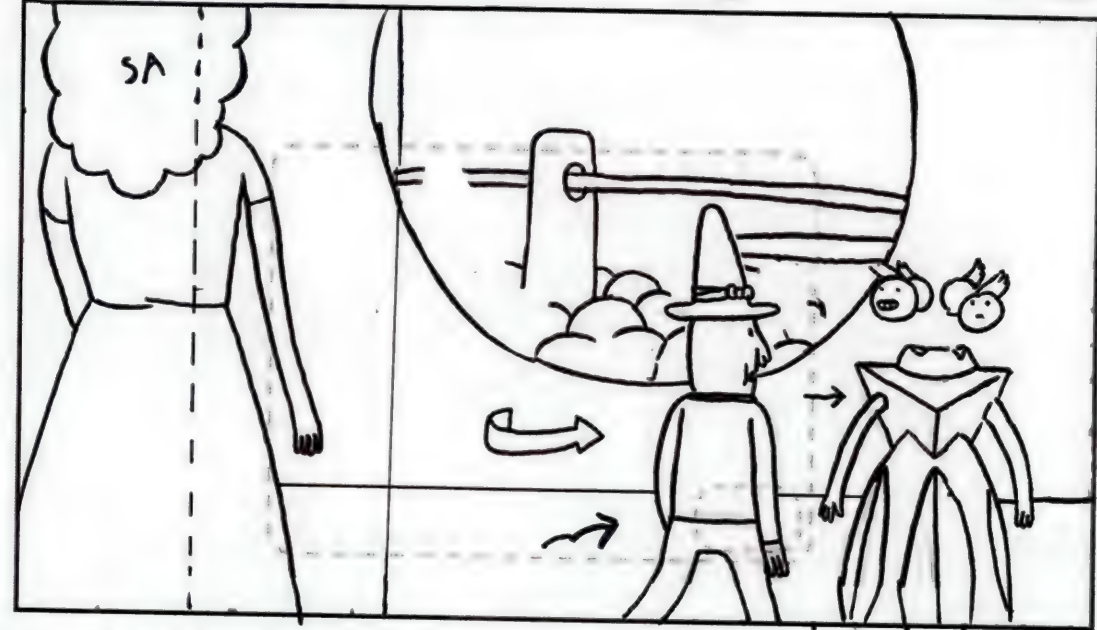
day night



Sc. 104 *CONT* Pnl. C

Bg.

day night



Dialog: Glob/ Uh could I talk to you a sec?

Magic Man/ ok what's up?

Action:

-MM Follows GGGG

SEP 18 2014

Timing:

Cont

EPISODE #

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Production:

1025/197



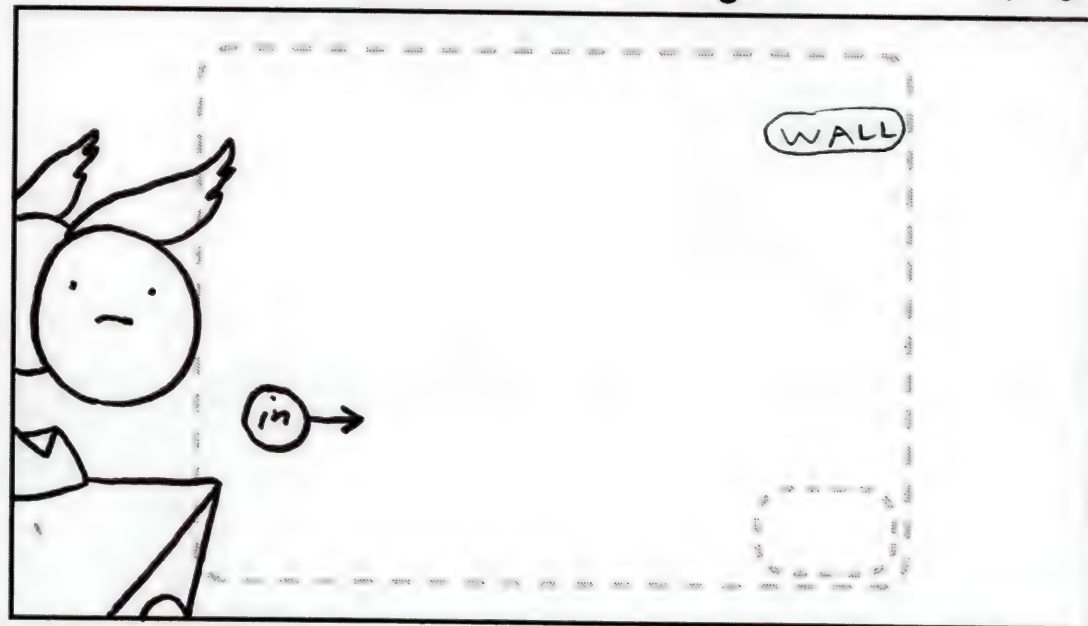
ADVENTURE TIME

Sc. 105

Pnl. A

Bg.

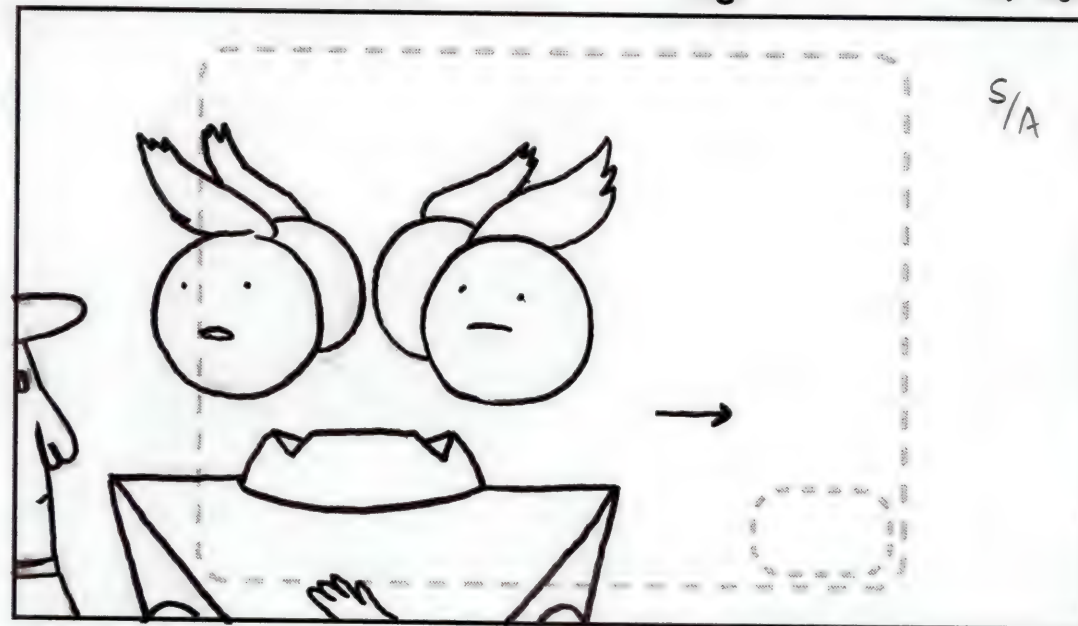
day night



Sc. 105 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- GGGG WALKS ON/S.

Timing:

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Cont

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1025/197

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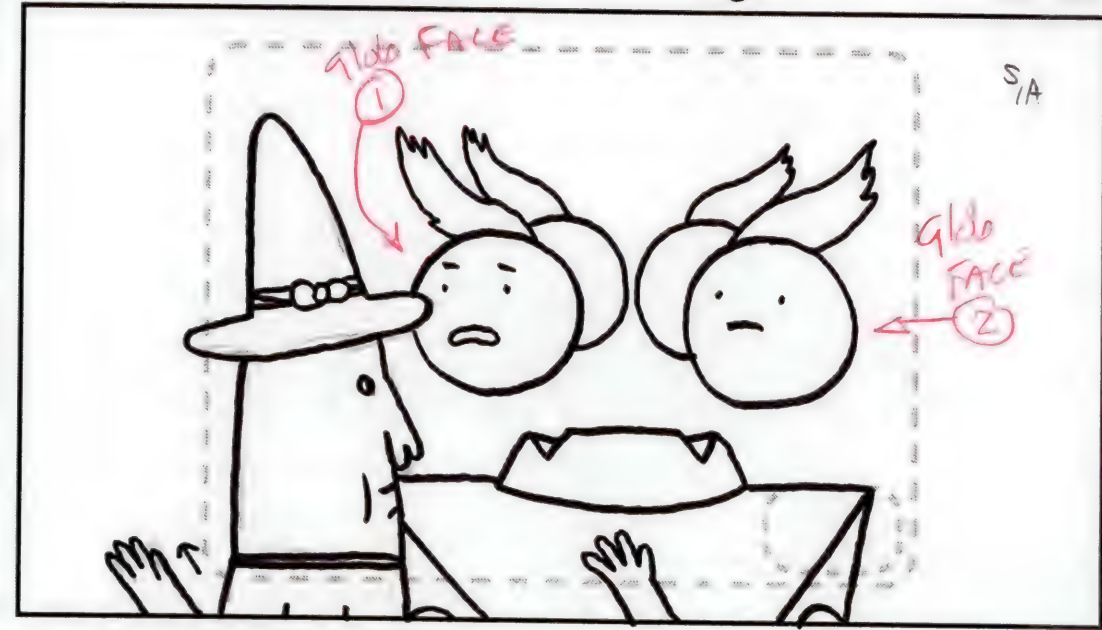
ADVENTURE TIME



Sc. 105 *cont* Pnl. C

Bg.

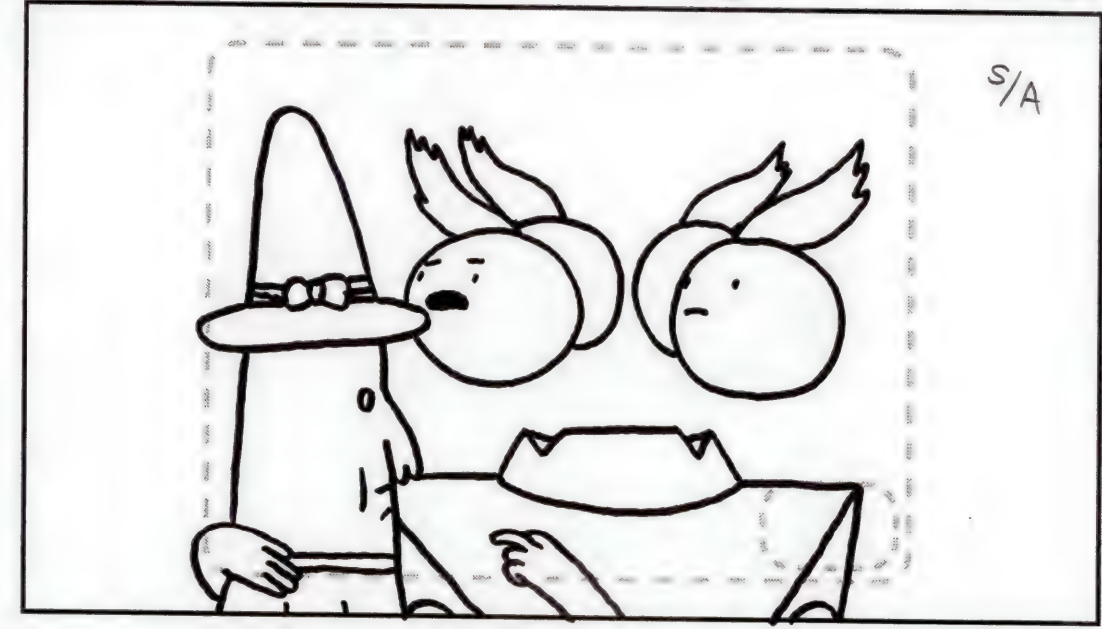
day night



Sc. 105 *cont* Pnl. D

Bg.

day night

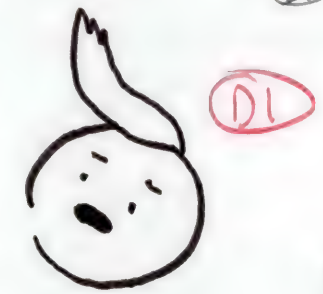


Dialog: Globo/ That's our new --

Globo/ (cont) planetary defense system?

Action:

Timing:



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1025/197

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ADVENTURE TIME

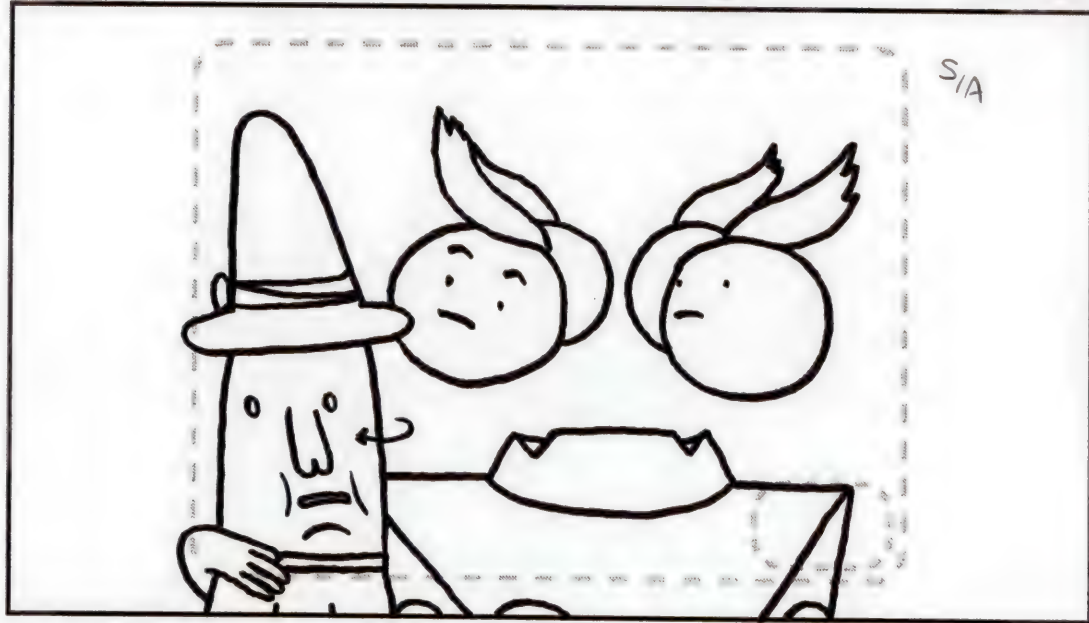


Hi Cut

Sc. *105 cont* Pnl. *€*

Bg.

day night

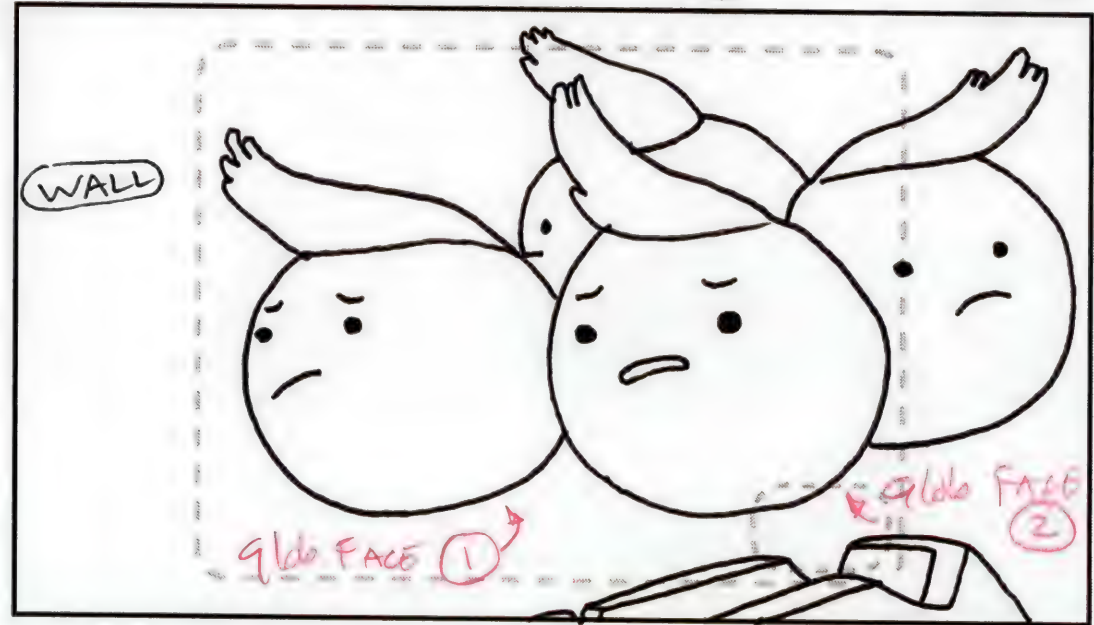


Sc. *106*

Pnl. *A*

Bg.

Page *124*
day night

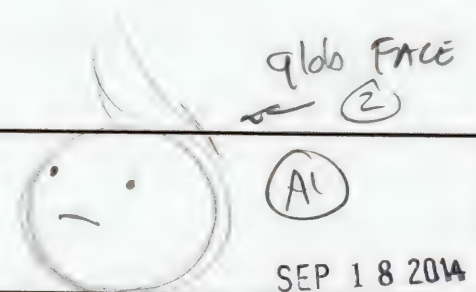


Dialog: *Magic Mon/ Yeah "MARGLES"*

Globb/ Margles is your wife, dude.

Action:

Timing:



EPISODE #

Production:

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1025/197



ADVENTURE TIME

Sc. 107

Pnl. A

Bg.

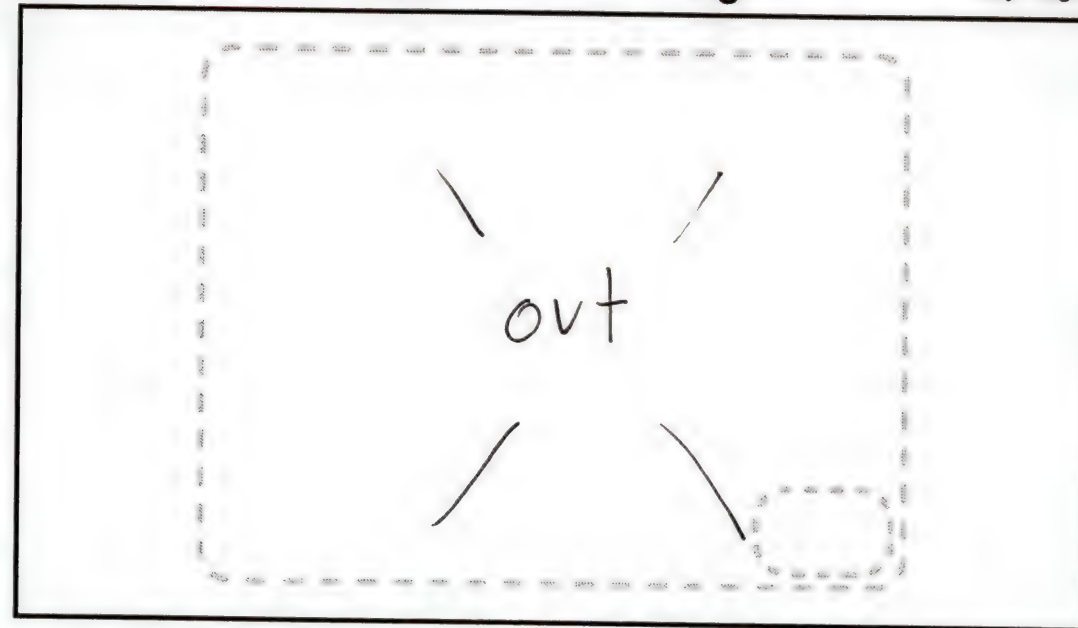
day night

Sc.

Pnl.

Bg.

Page 125
day night



Magic Man / my wife was taken by Golb.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

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1025/197

1025/197

ADVENTURE TIME



Ho
cut

Sc. 108

Pnl. A

Bg.

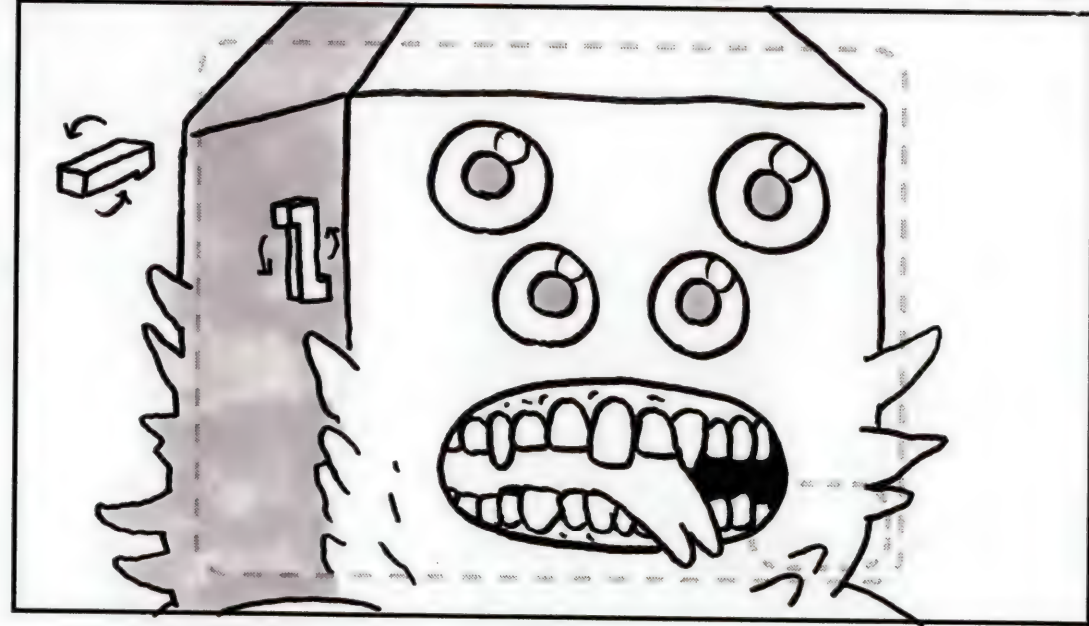
day night

Sc. 108A

Pnl. A

Bg.

Page 126
day night



Dialog:

Action:

(LAST SEEN IN PUHOY)

(shapes spinning)

Timing:

SEP 18 2011

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Production:

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1025/197



ADVENTURE TIME

Sc. 109

Pnl. A

Bg.

day night

Sc.

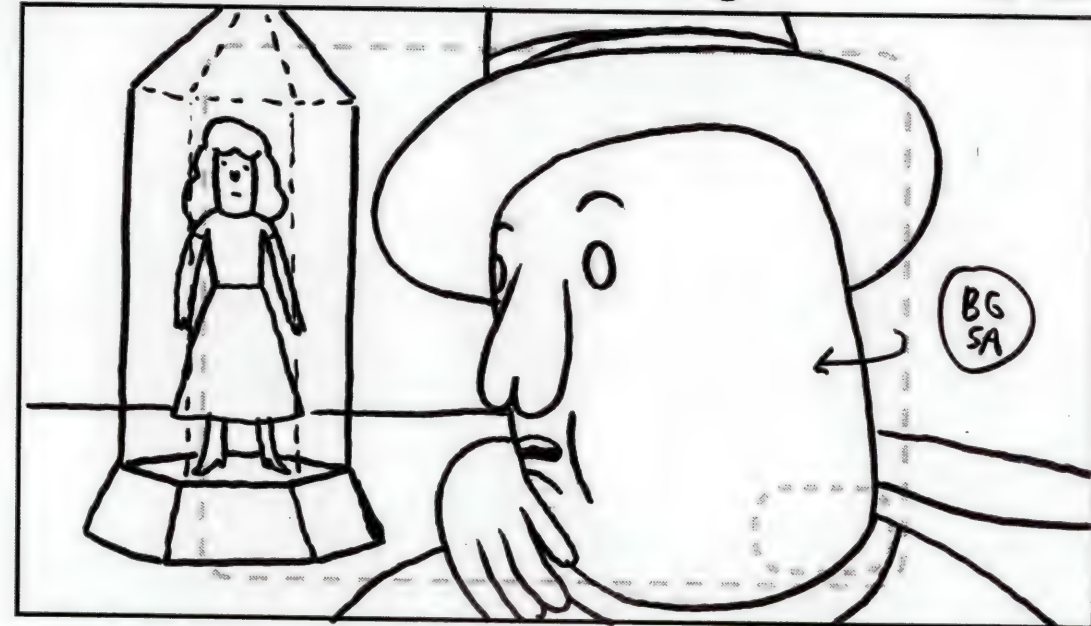
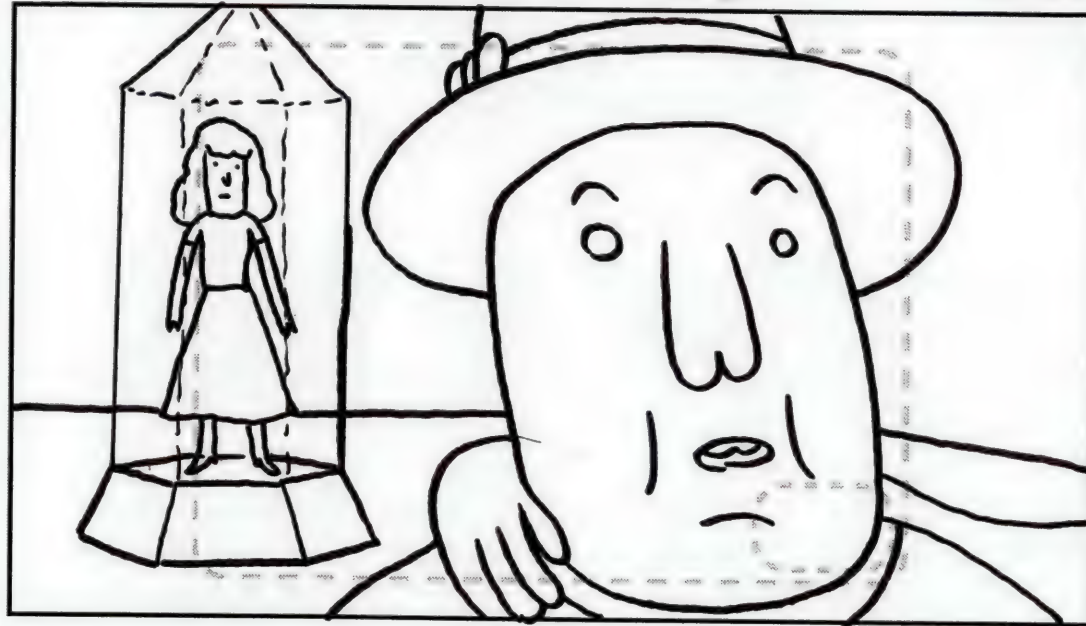
109 cont

Pnl. B

Bg.

Page 127

day night



Dialog: mm/ This is like(cont)

mm/ my tribute

Action:

Timing:



SEP 18 2014

EPISODE #

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Production:

1025/197

1025/197

ADVENTURE TIME



Ho Cut

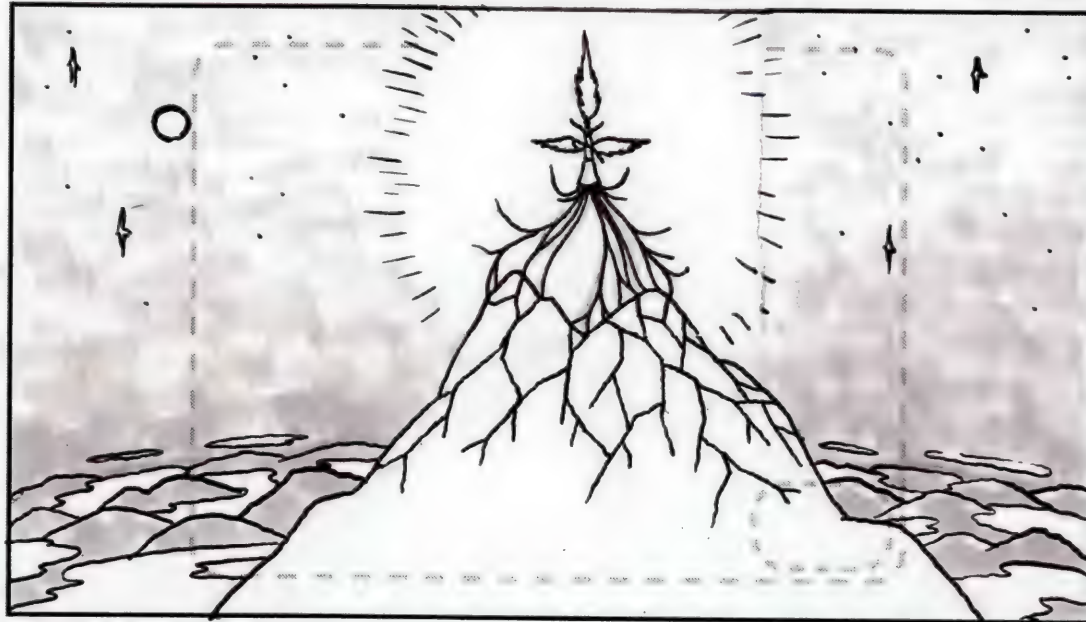
Page 128

Sc. 110

Pnl. A

Bg.

day night



Sc. 111

Pnl. A

Bg.

day night



Dialog: mm(03) / imma install her right there on olympus mons

mm / so she can protect us from Golb.

Action:

Timing:

SEP 18 2014



(A)

SEP 8 '14

CYCLE
(A) / (A)
REPEAT.

Production:

EPISODE #

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1025/197

1025/197



ADVENTURE TIME

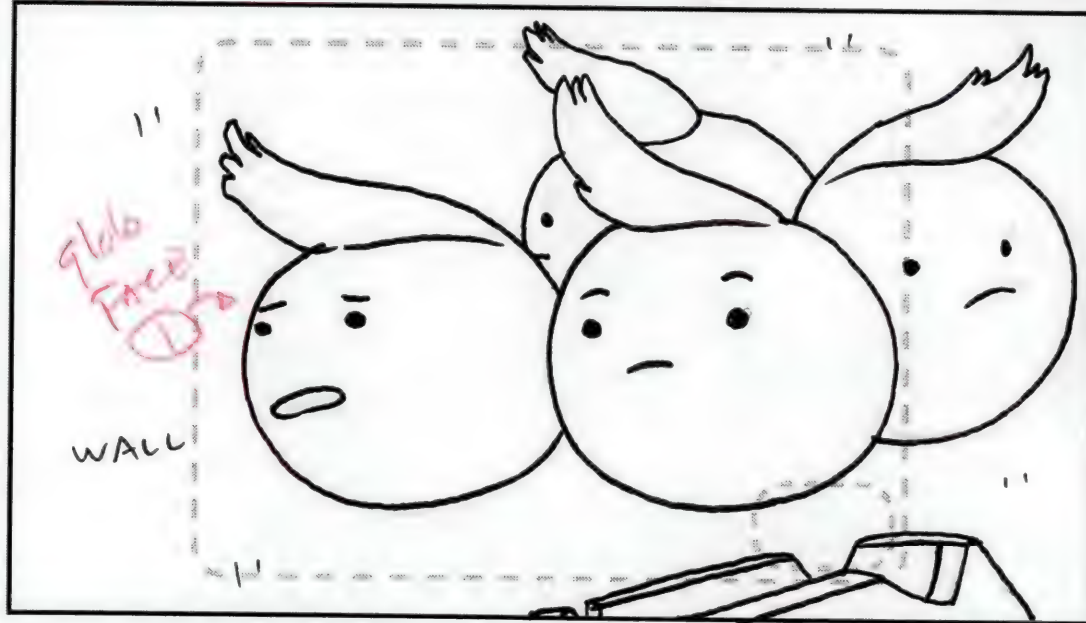
Page 129

Sc. 112

Pnl. A

Bg.

day night

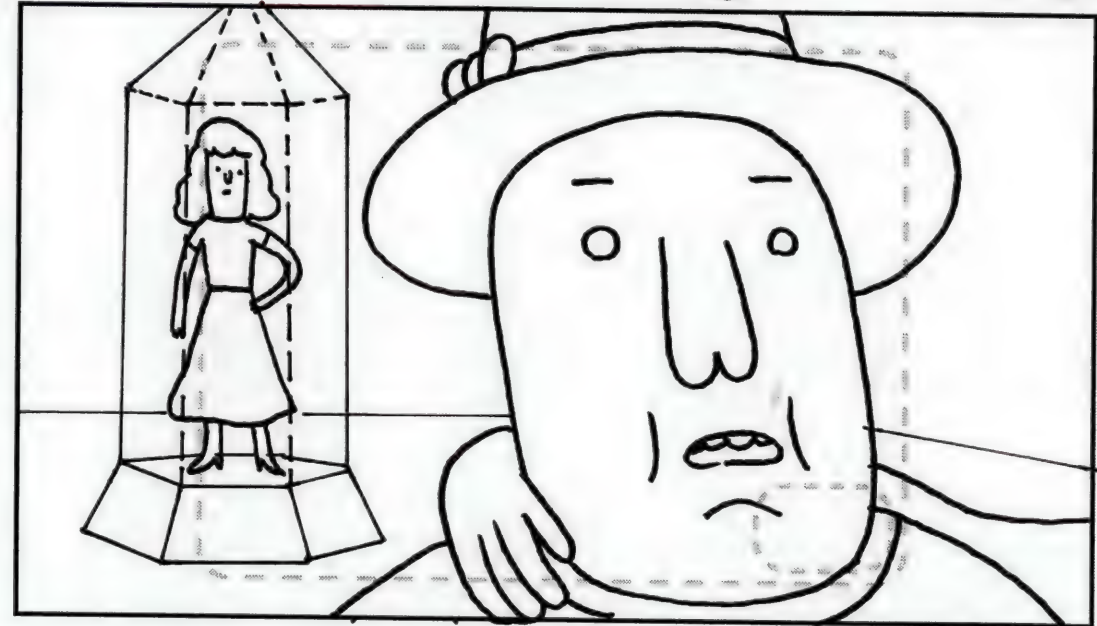


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Glob / But you named her after
your wife .

Action:

Timing:



MM / yeah but it stands for --



SEP 18 2011

EPISODE #

Production:

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1025/197

1025/197

ADVENTURE TIME



Sc. 113 *cont* Pnl. B

Bg.

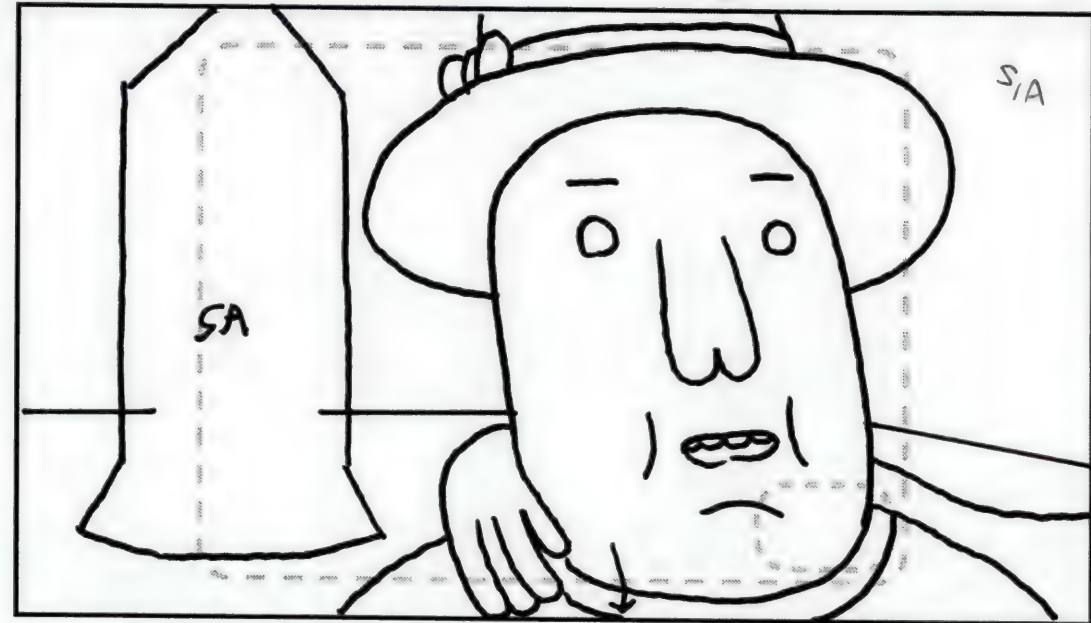
day night



Sc. 113 *cont* Pnl. C

Bg.

day night



Dialog: *MM "magical" automated. Resistance. Generating Laser! Energy -*

mm1-supplier".

Action:

Timing:



MM'S hand drops o/s

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ADVENTURE TIME



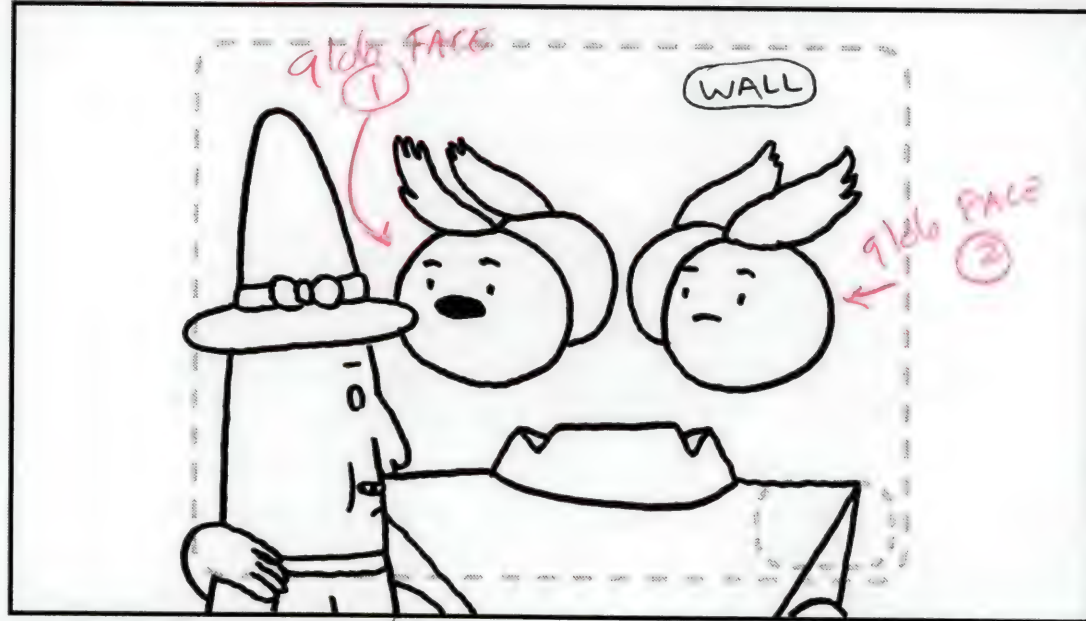
Page 131
day night

Sc. 114

Pnl. A

Bg.

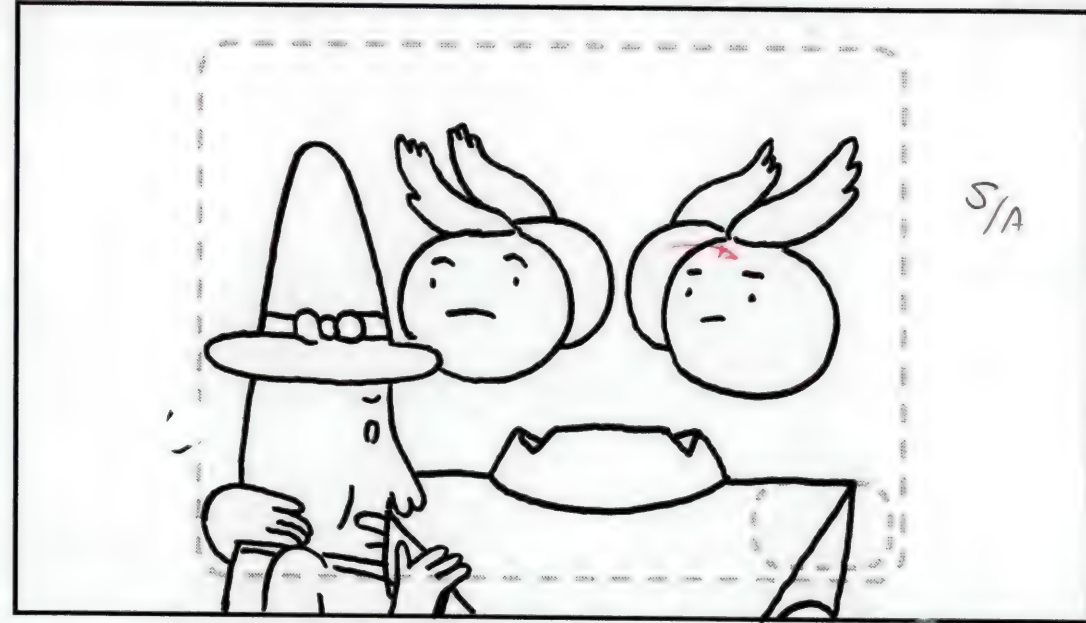
day night



Sc. 114 CONT Pnl. B

Bg.

day night



Dialog: Glob/ come again?

mm/ whatever I wanted to call her > margles.

Action:

Timing:



(B1)

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ADVENTURE TIME

Page 132

Sc. 115

Pnl. A

Bg.

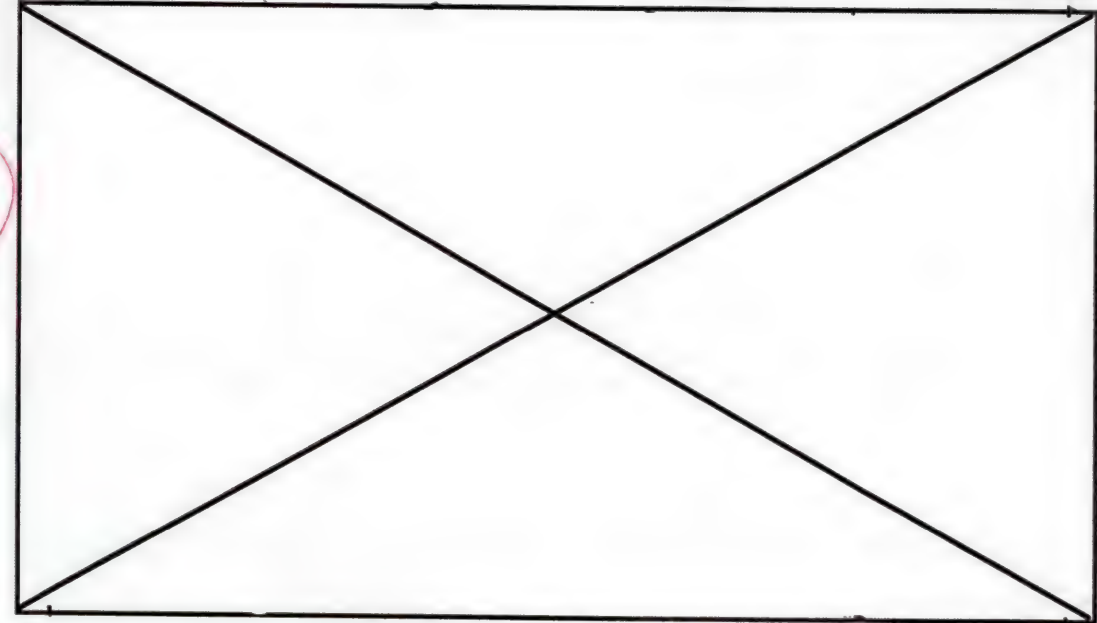
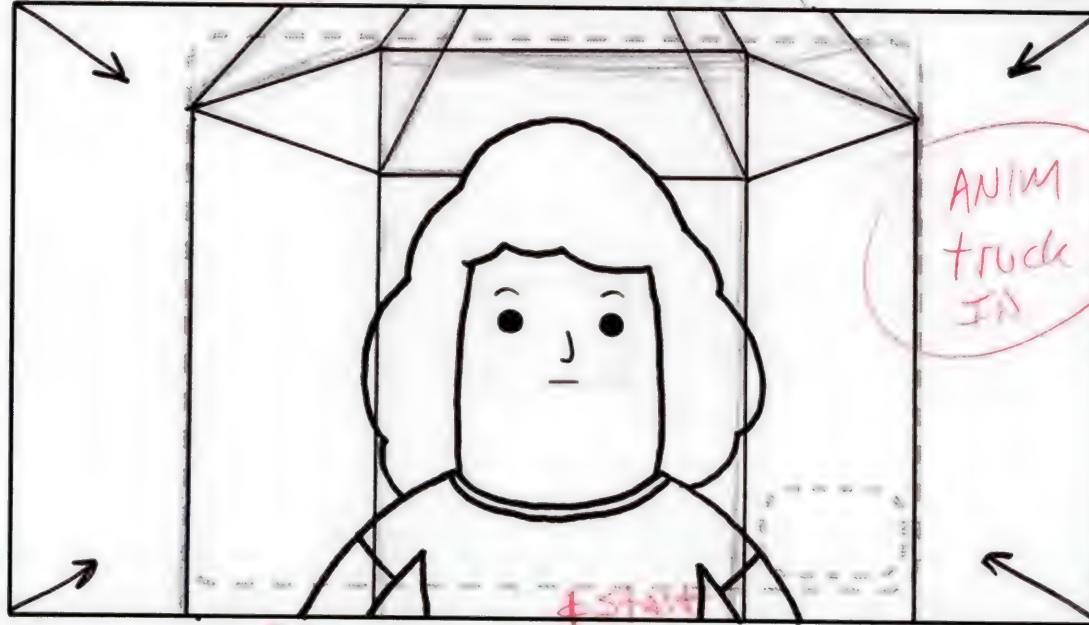
day night

Sc.

Pnl.

Bg.

day night



Dialog: Glob/ so you used magic to make her.
Magicman(os)/ Yeah why?

Action:

ANIM truck in ON MARGLES

Glob(vo) And you dont
think your feelings
for your lost wife
might have compromised
your spell —

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Timing:

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ADVENTURE TIME



Page 133

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
115	cont	B		

cont

Dialog:	glob(vo) programming	SEP 18 2011
Action:	ann/(vo) nooo that's crazy!	
Timing:		

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No Scene 117

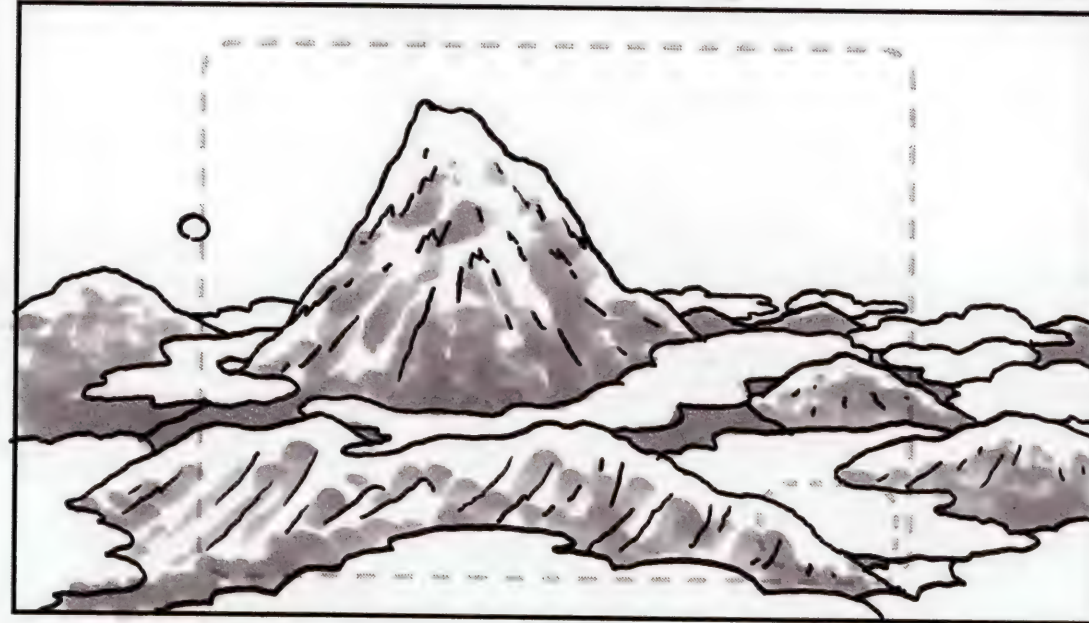
ADVENTURE TIME

Sc. 116

Pnl. A

Bg.

day night

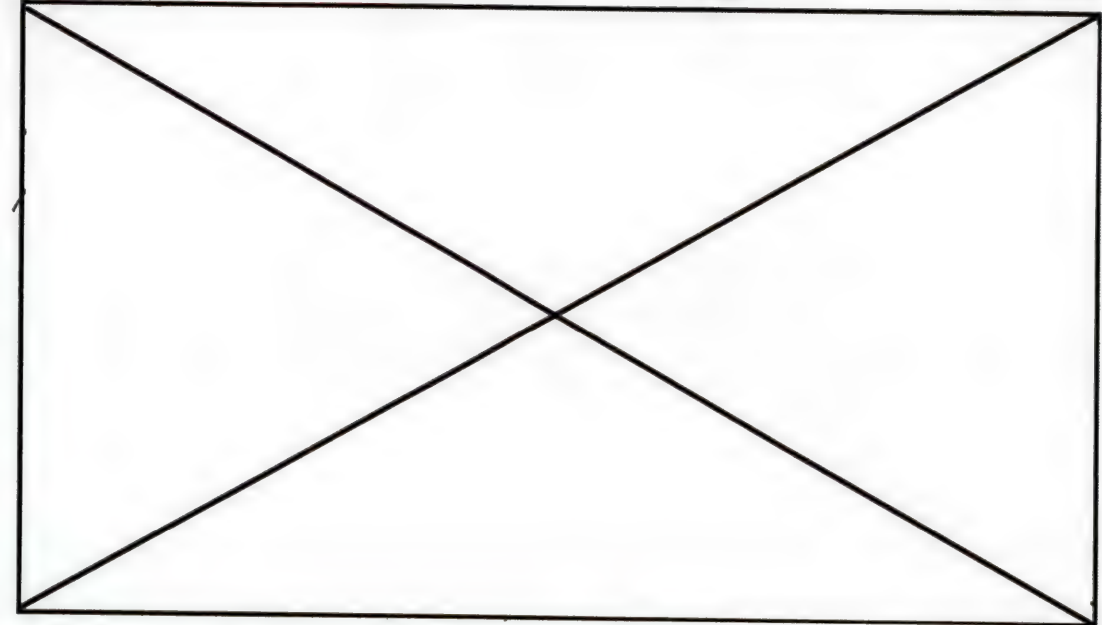


Sc.

Pnl.

Bg.

day night



Page 134

Dialog: MM^(9/15) Her appearance is just a symbol of Margles.

Action:

- MM + MARGLES HIKE UP MOUNTAIN

SEP 18 2011

Timing:

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1025/197

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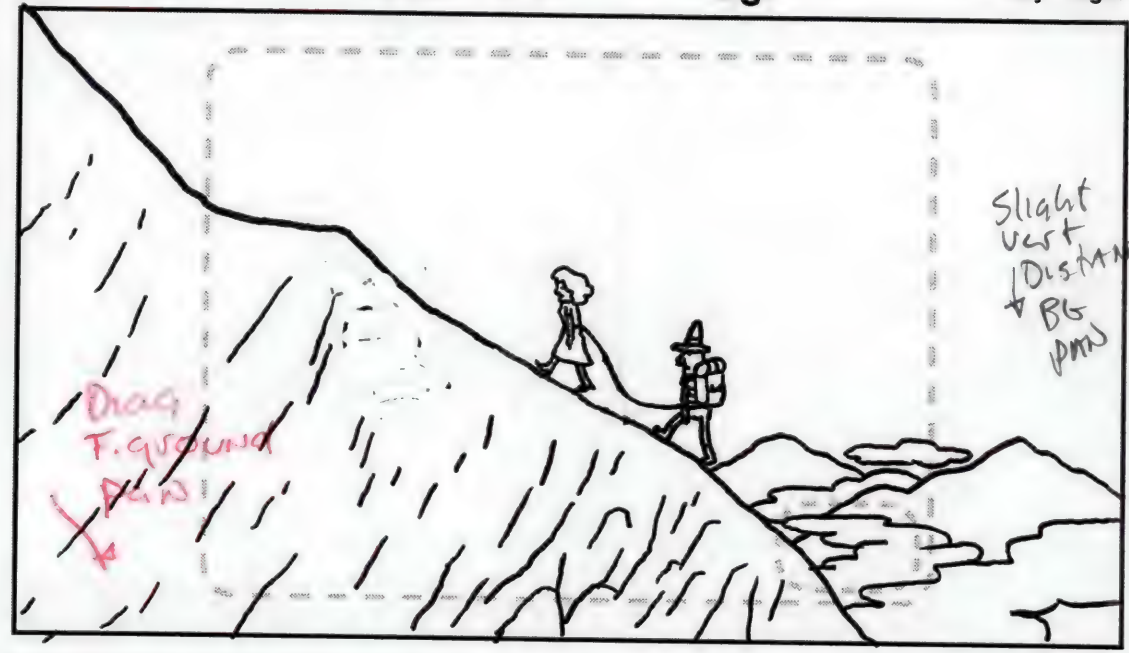
1025/197

ADVENTURE TIME

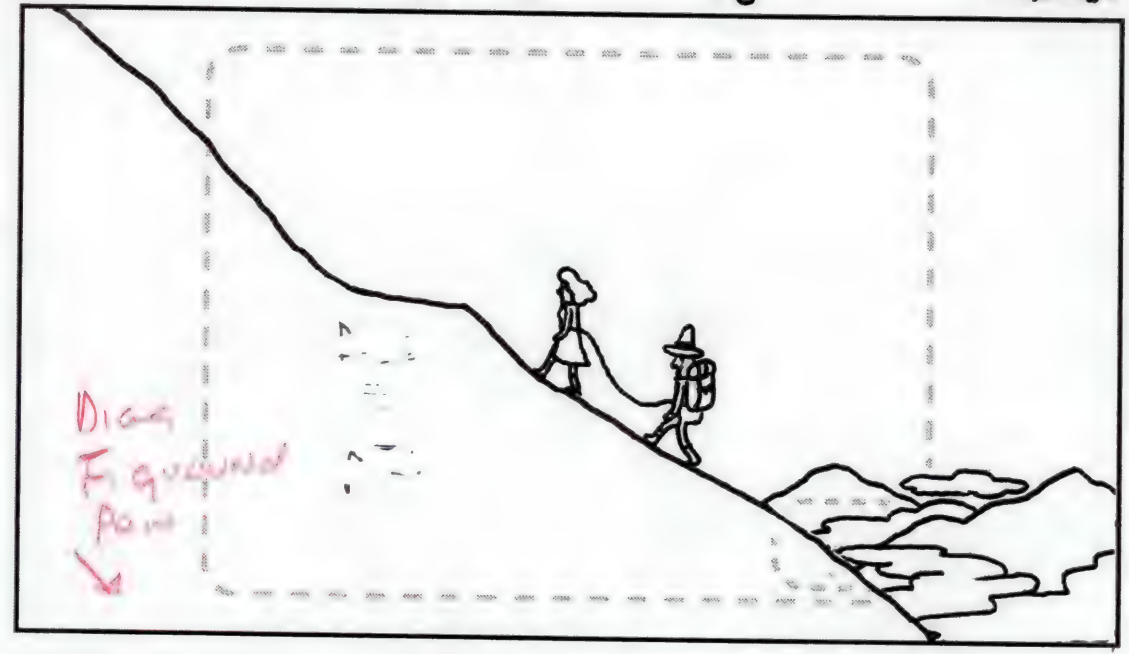


Sc. 118 Pnl. A Bg.

day night



Sc. 118 cont Pnl. B Bg.



Page 135
135A NEXT

Dialog:	Glob/ Why do I feel like this is the ... (OS)
Action:	
Timing:	

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Production: 1025/197

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1025/197

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ADVENTURE TIME

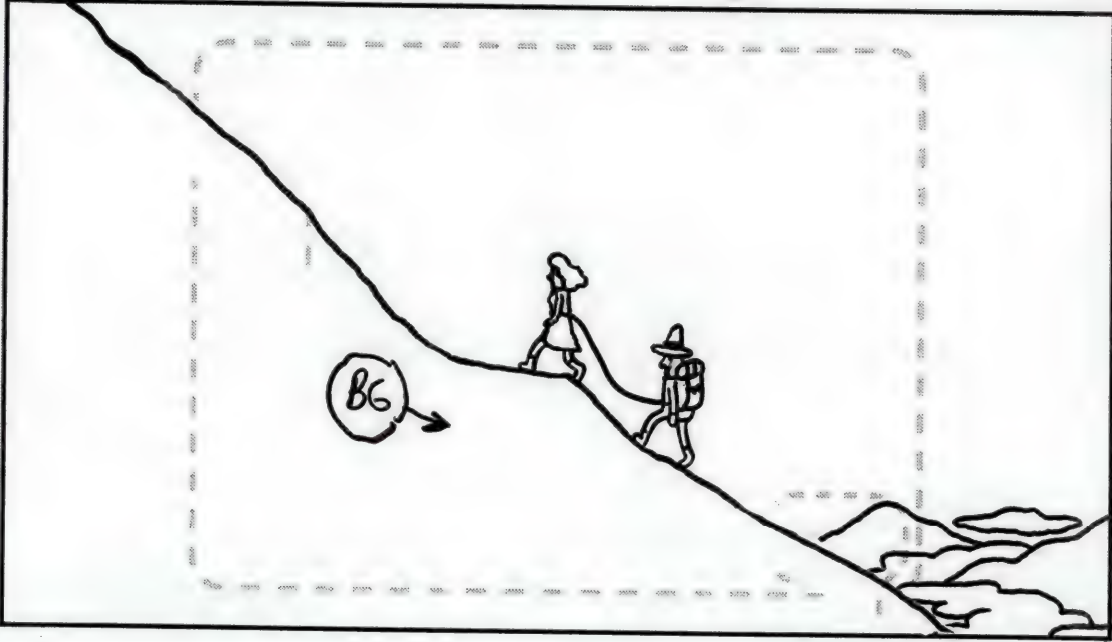


HU
CUT

Sc. 118 cont Pnl. C

Bg.

day night

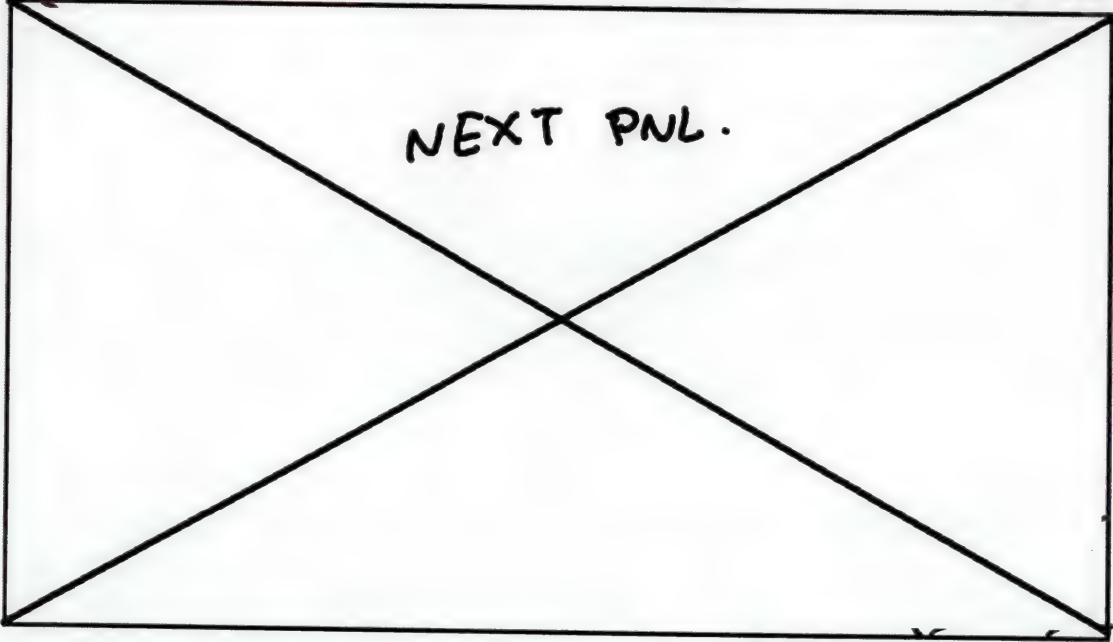


Sc.

Pnl.

Bg.

Page 135A
136 NEXT
day night



Dialog:

Glob/
(os) ... worst idea ever?

Action:

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Timing:

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Handwritten: *hu cut*

ADVENTURE TIME



Sc. 119

Pl. A

Bg.

day night



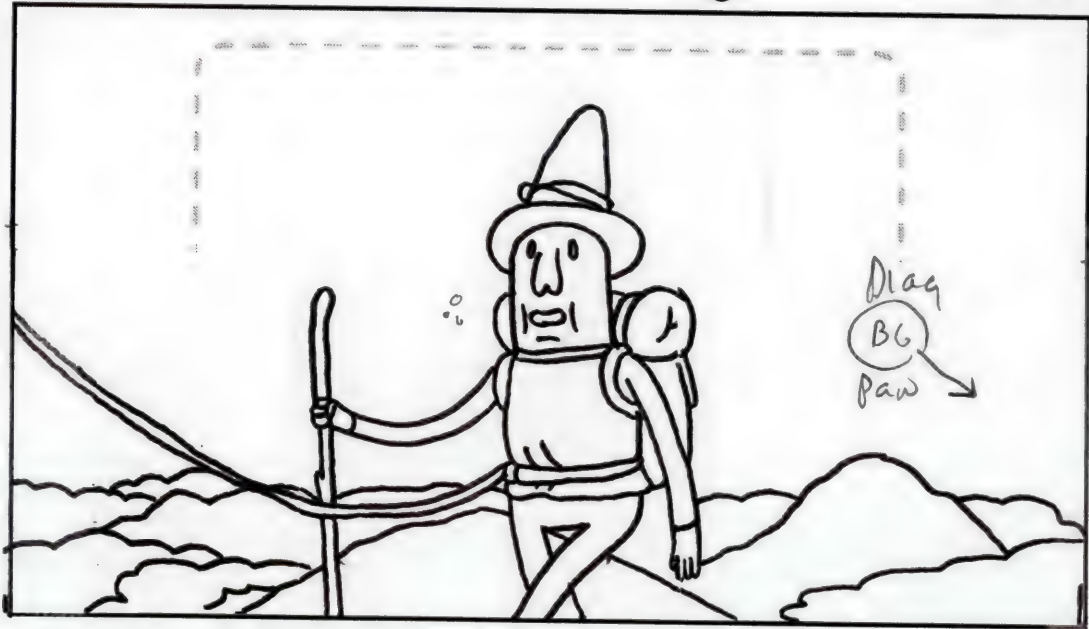
Sc. 119 CONT

Pl. B

Bg.

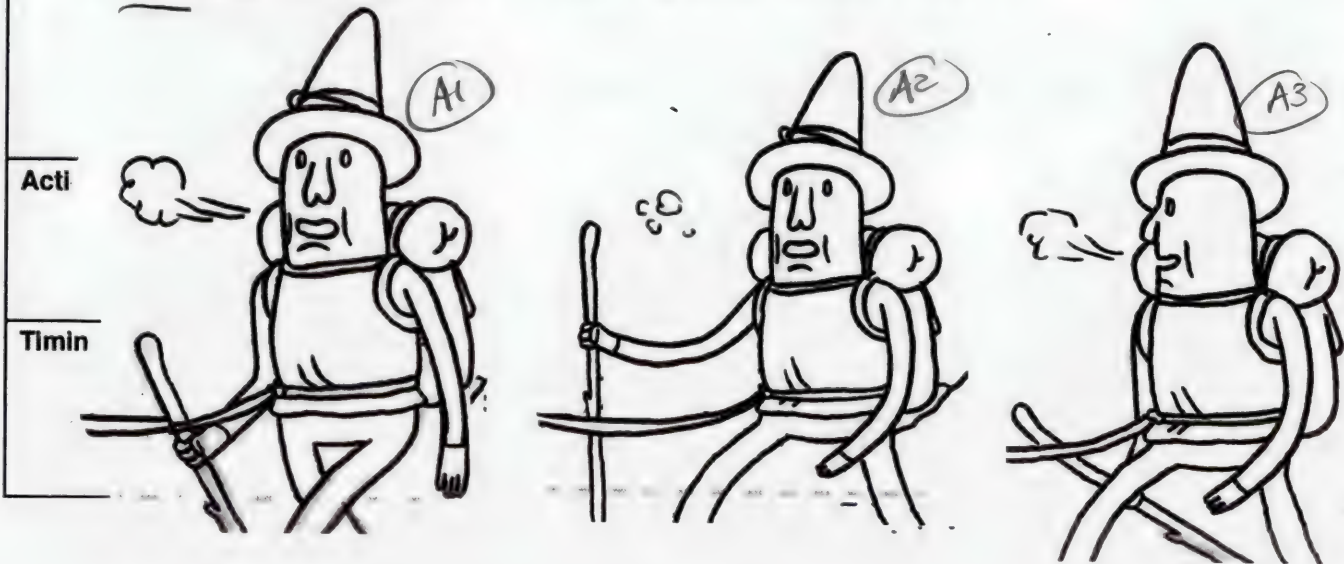
day night

Page 136



Handwritten: *Cut*

Dialog: *mmh what a great idea to go on this hike!*



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ADVENTURE TIME



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Sc. Pnl. Bg. day night

Sc. 120 Pnl. A Bg. day night

Dialog:

Margles/ why didn't you magic us up?

Action:

Timing:

AI

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Cut

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ADVENTURE TIME



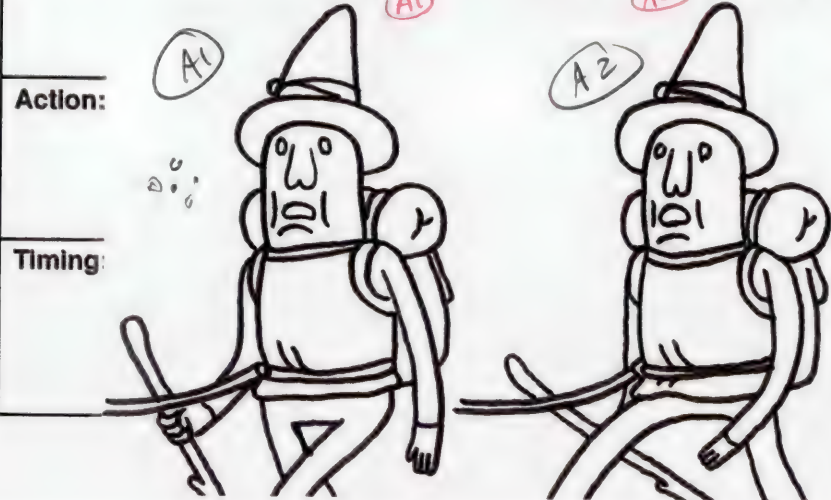
Ho
6st

Page 138

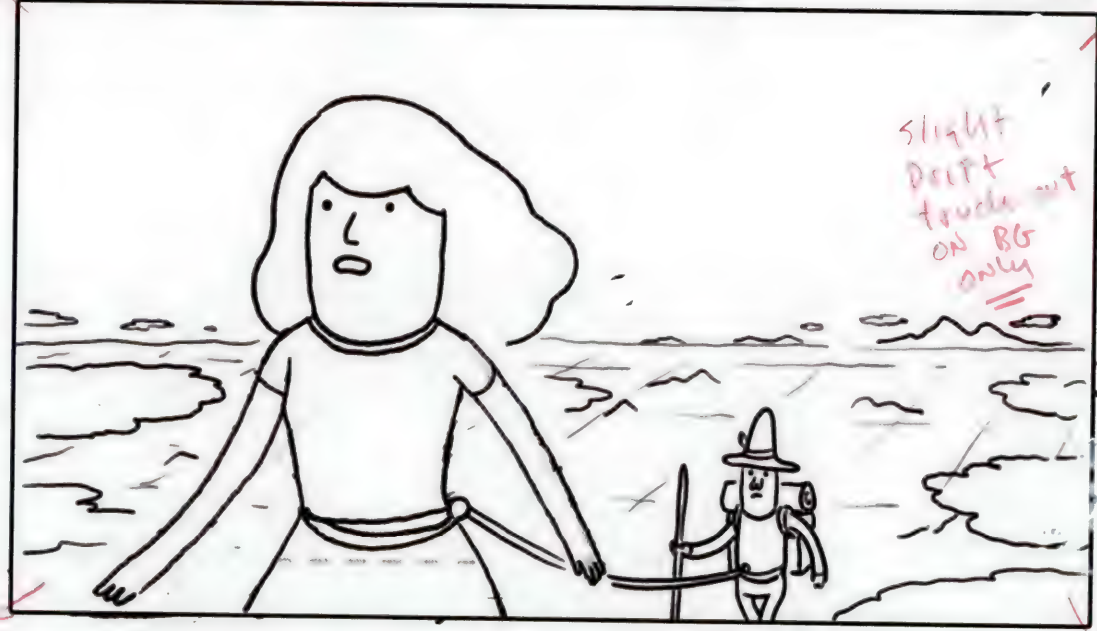
Sc. 121 Pnl. A Bg. day night



Dialog: MagicMan / Ah I guess I wanted to know more about you since I created you in a deep trance state.

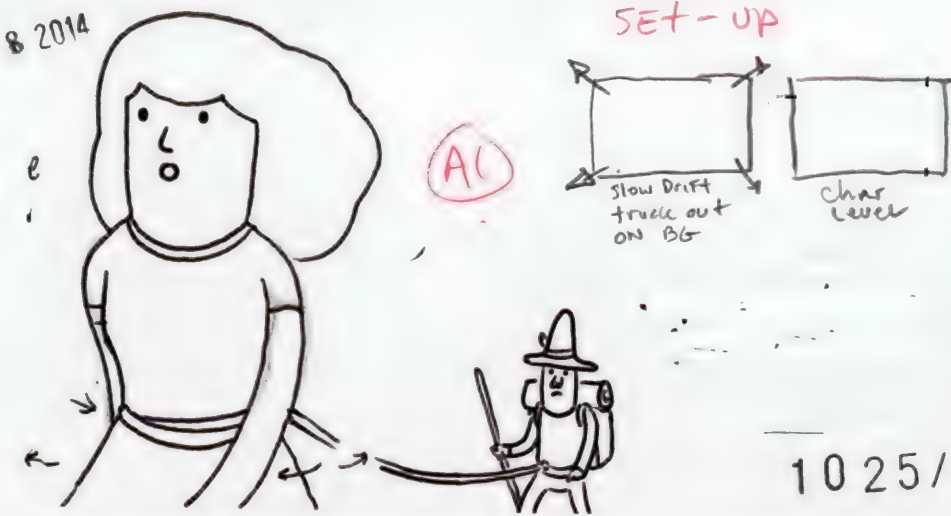


Sc. 122 Pnl. A Bg. day night



Margles / All I am is in you...

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Sc. 122 *const* Pnl. B

Bg.

day night

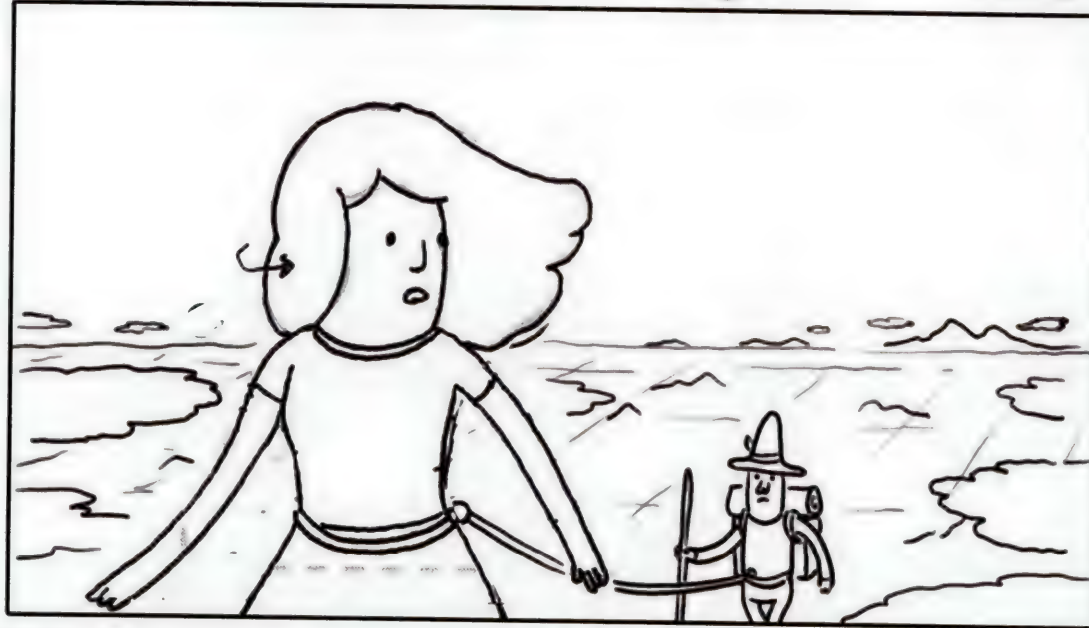
Sc. 123

Pnl. A

Bg.

Page 139
day night

HW Cut



Dialog: *Marge s/s know yourself Magic Man.*

(B)

(B1)

(B1)

mm/c yeah duh okay.

(A1)

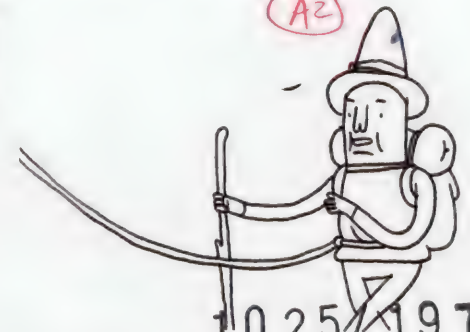
(A)

(A2)

(A1)

Action: *continue walk cycle
background shrinking into distance*

Timing:



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(A2)

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ADVENTURE TIME

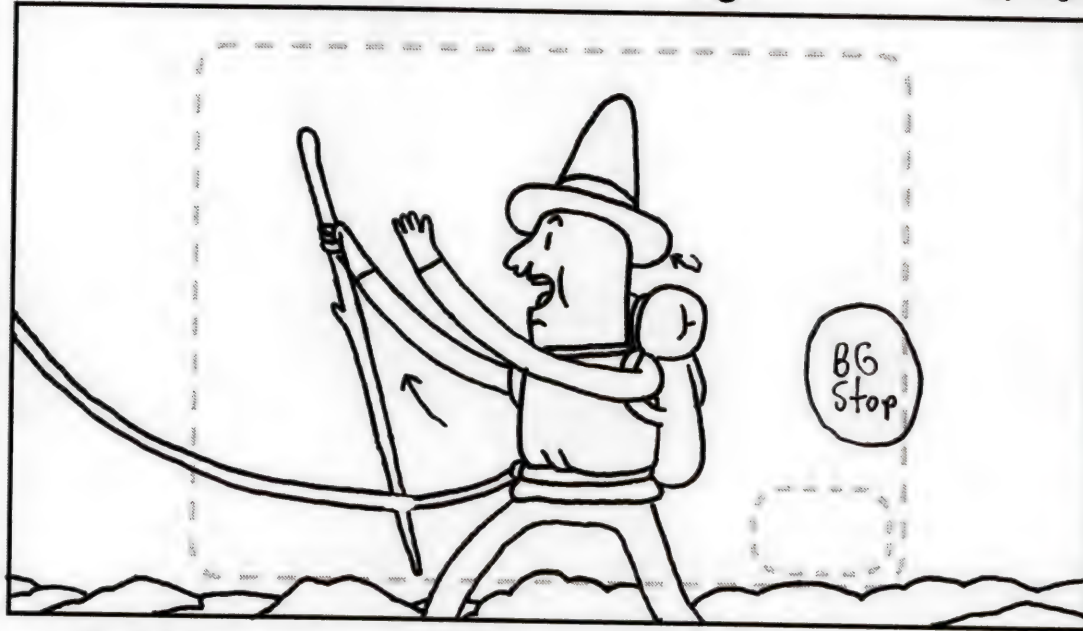


140 cut

Sc. 123 *cont* Pnl. B

Bg.

day night

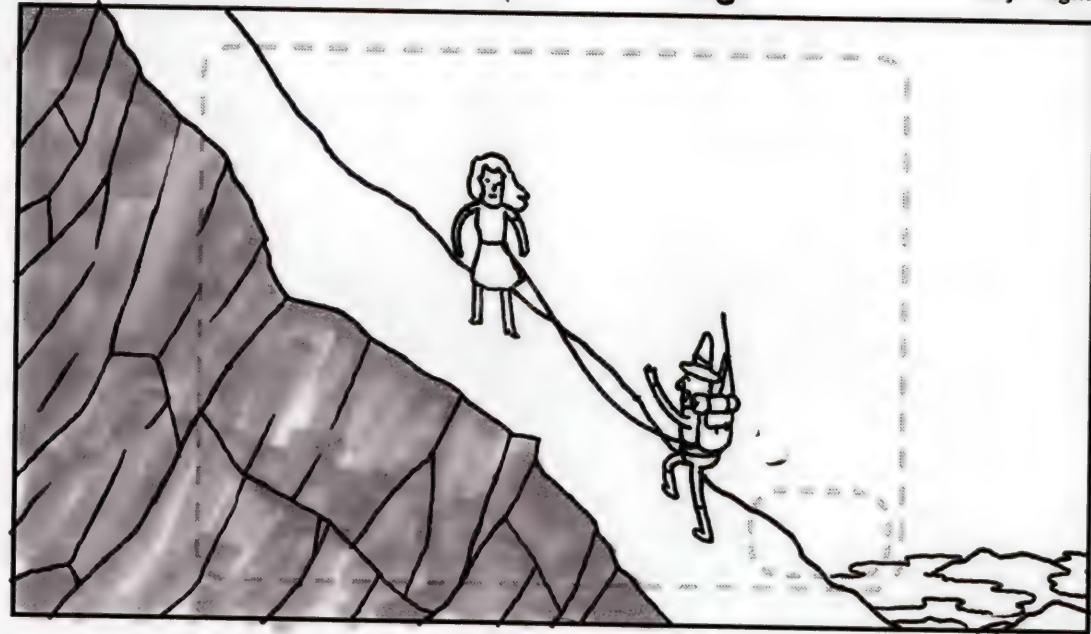


Sc. 124

Pnl. A

Bg.

Page 140
day night



Dialog: MM / TO THE TOP THEN!

Magic Man! WA-

Action:

- MM FLOATS UP.

Timing:

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Cut

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ADVENTURE TIME

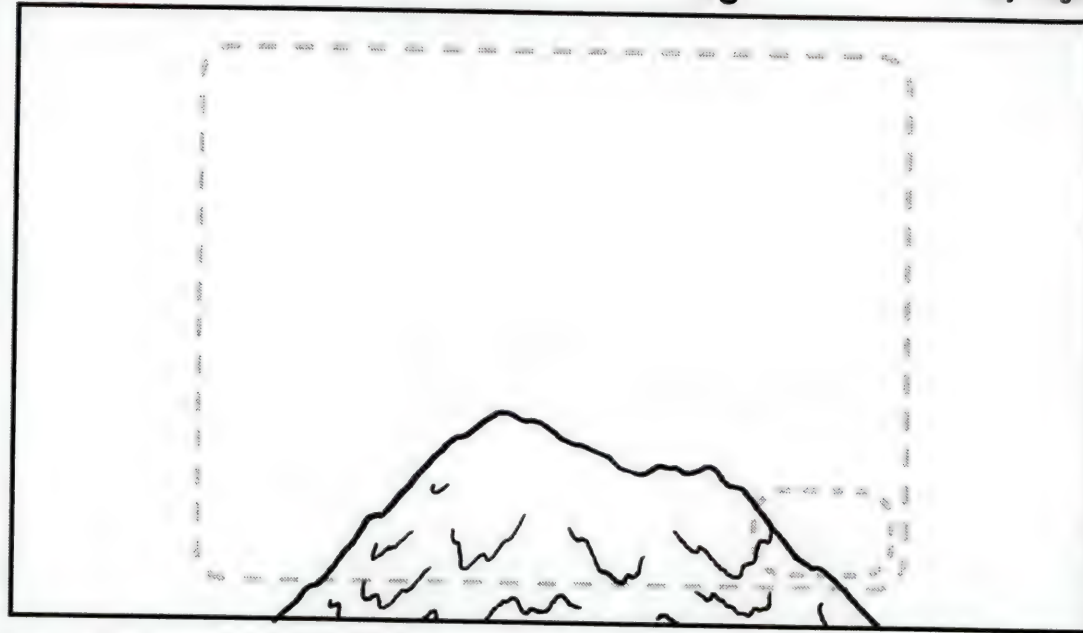


Sc. 125

Pnl. A

Bg.

day night

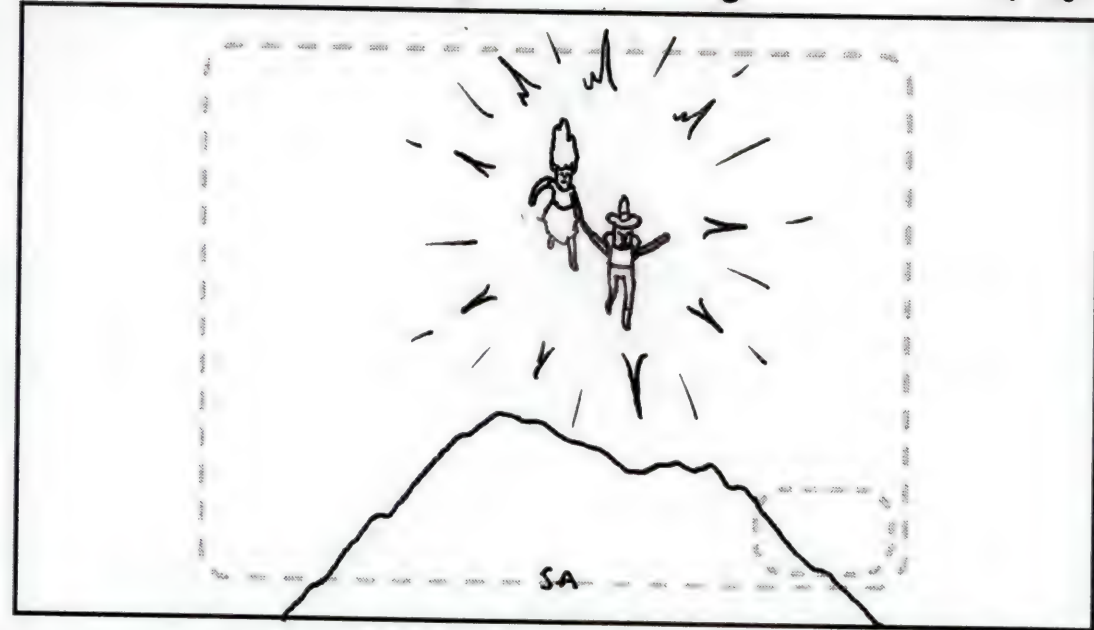


Sc. 125 *cont* Pnl. B

Bg.

Page 141

day night



Dialog:

MagiCman! - ZAA !!

Action:

- MM TELEPORTS TO THE TOP of OLYMPUS MONS.

Timing:

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Production:

ADVENTURE TIME

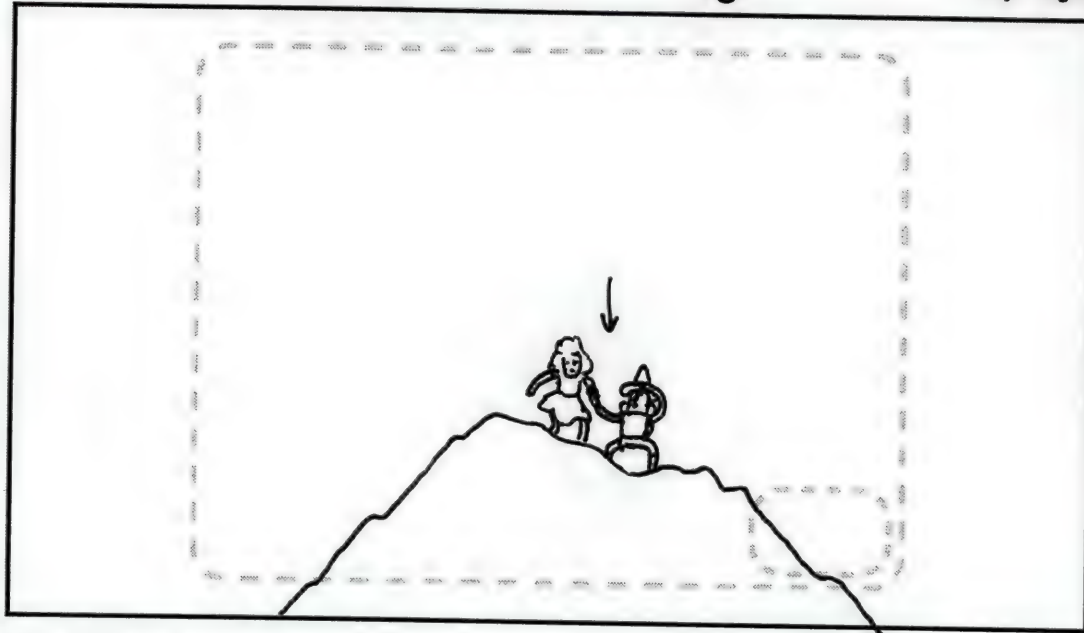


HW
Curt

Sc. 125 *cont* Pnl. C

Bg.

day night

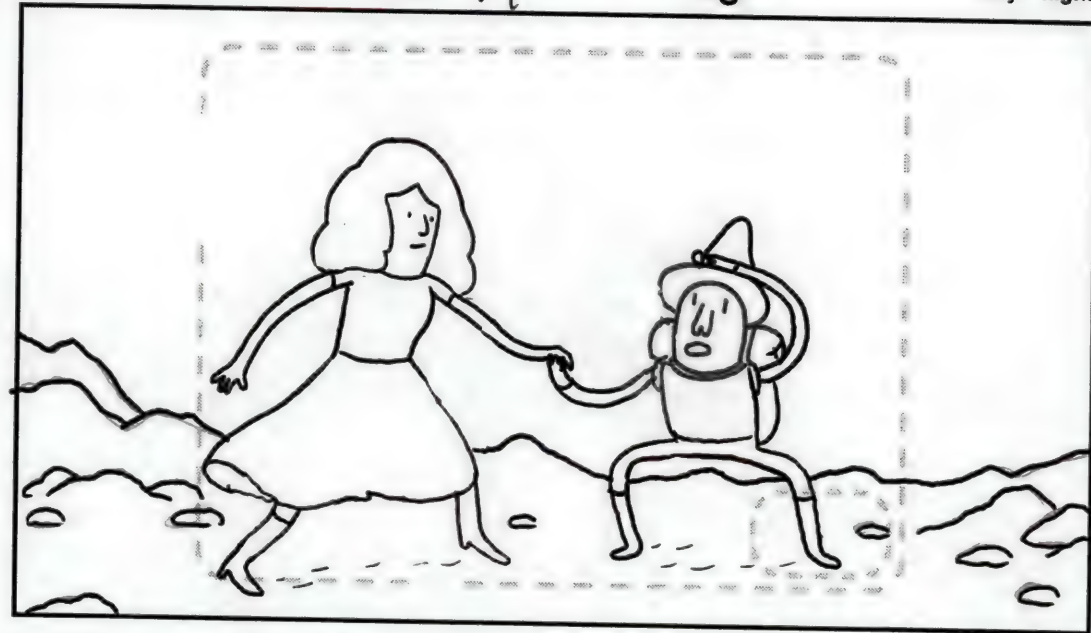


Sc. 126

Pnl. A

Bg.

Page 142
day night



Dialog:

Magic Man / OK then

Action:

- MM + MARGLES LAND.

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Timing:

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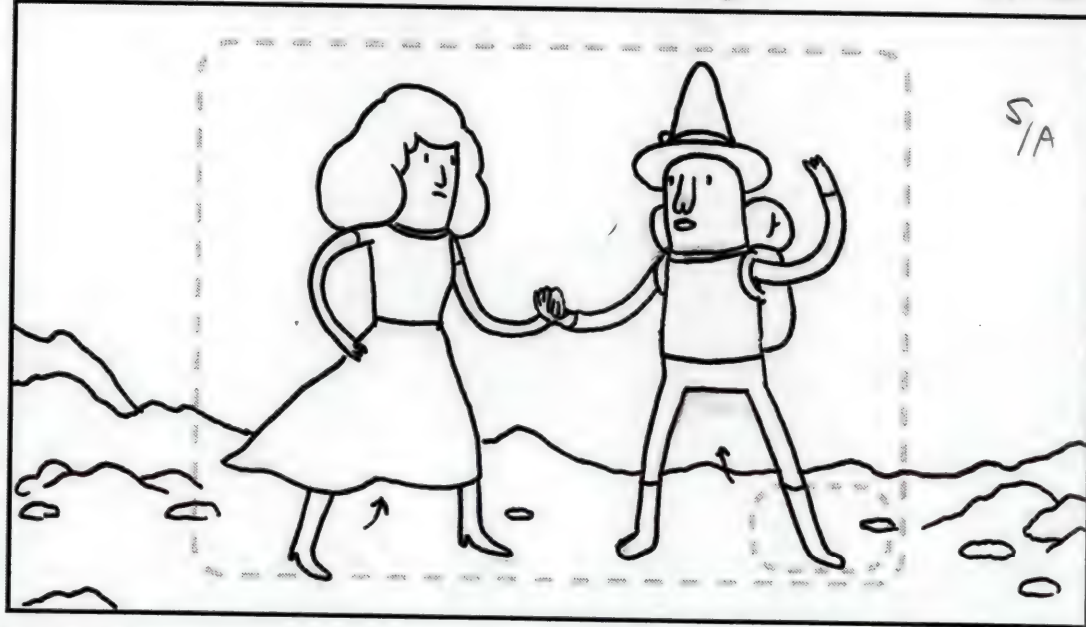
ADVENTURE TIME



Sc. 126 *CONT* Pnl. B

Bg.

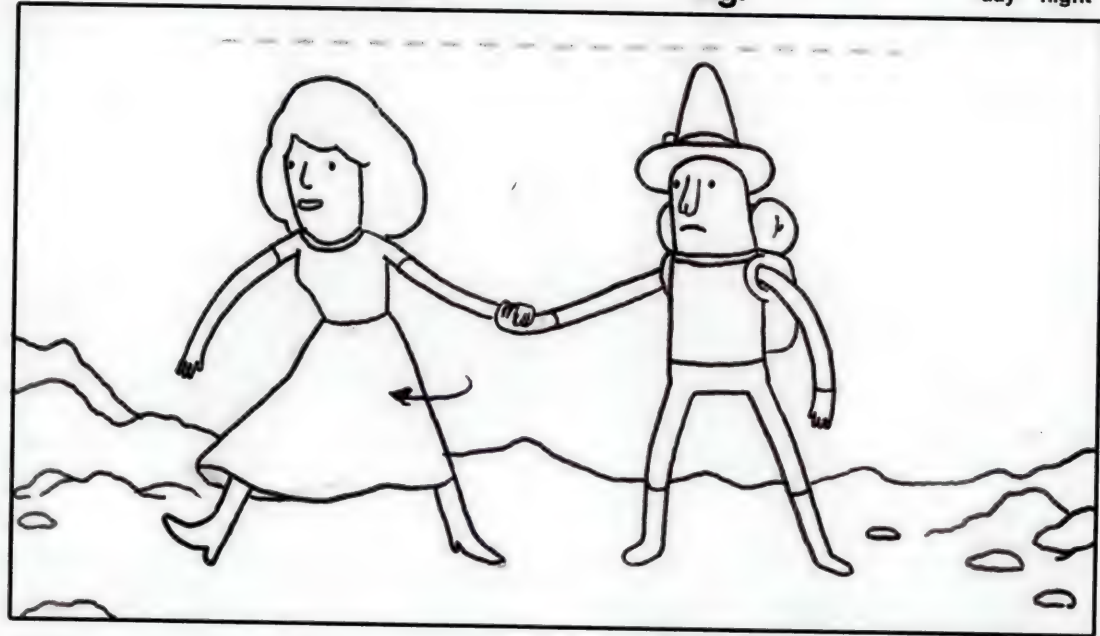
day night



Sc. 126 *CONT* Pnl. C

Bg.

day night



Dialog: MM / ① - Ready to initiate ③ the install?

Margles / Yes

Action:

-MARGLES TURNS AWAY

Timing:



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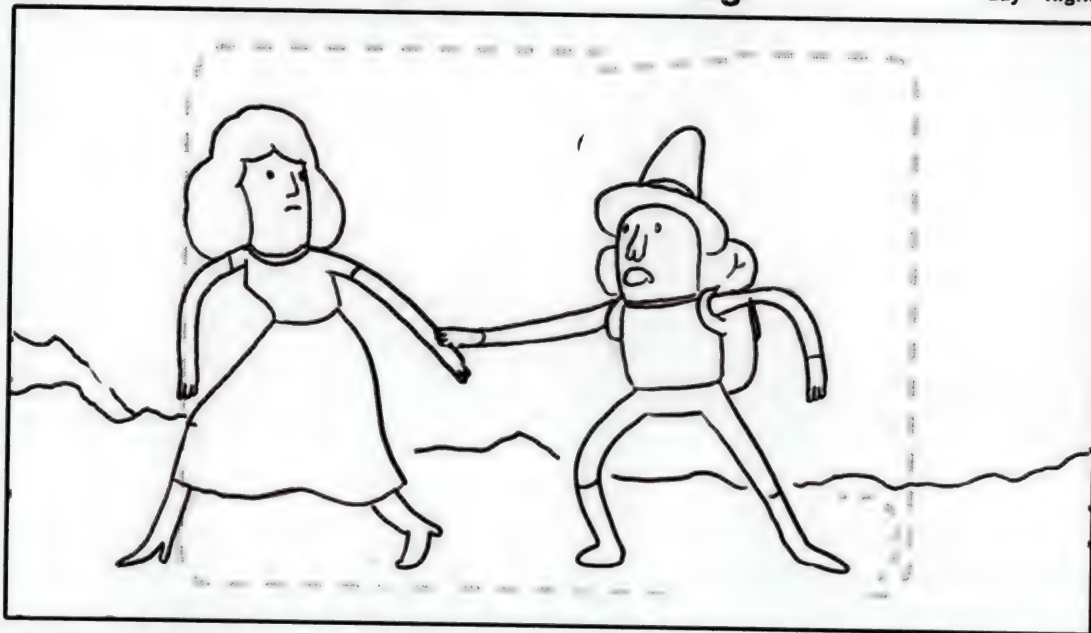


ADVENTURE TIME

Sc. 126 CONT Pnl. D

Bg.

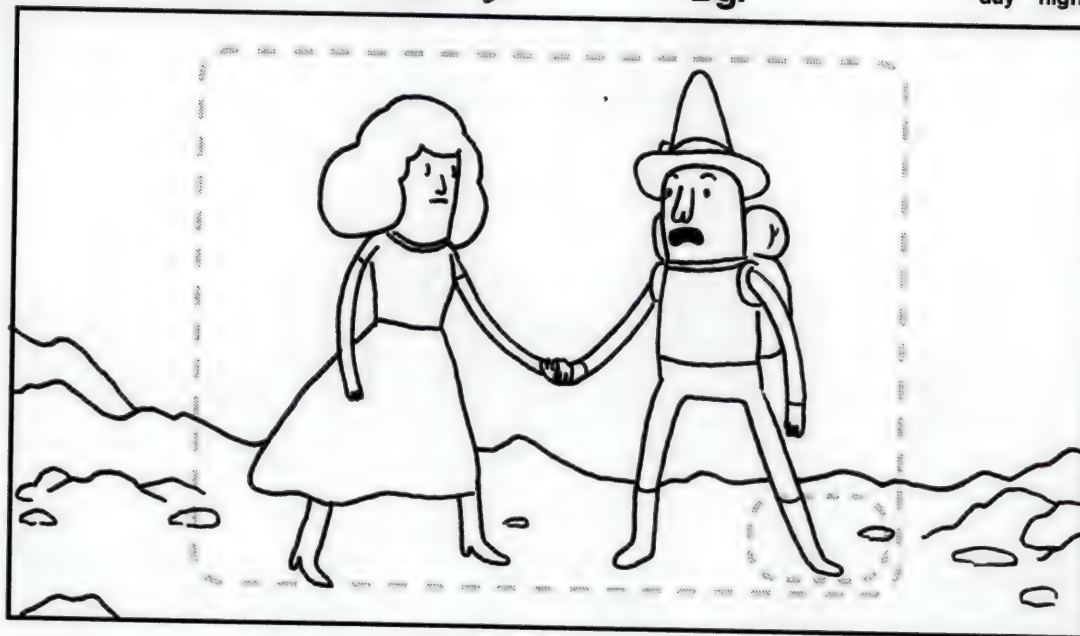
day night



Sc. 126 CONT Pnl. E

Bg.

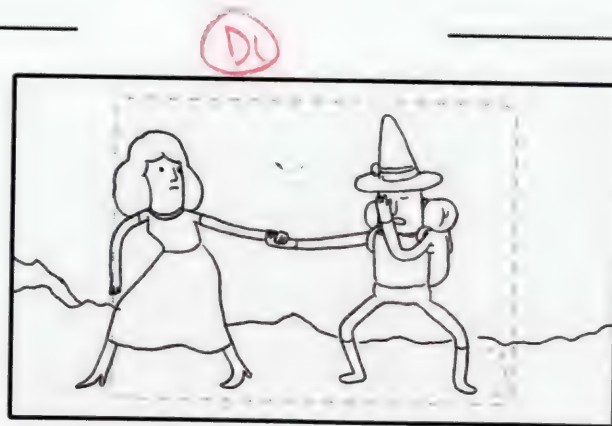
day night



Dialog: Magic Man/ wait! ② hold on.

Action: -MM HAS SECOND THOUGHTS

Timing:



mm/ You should come back down.



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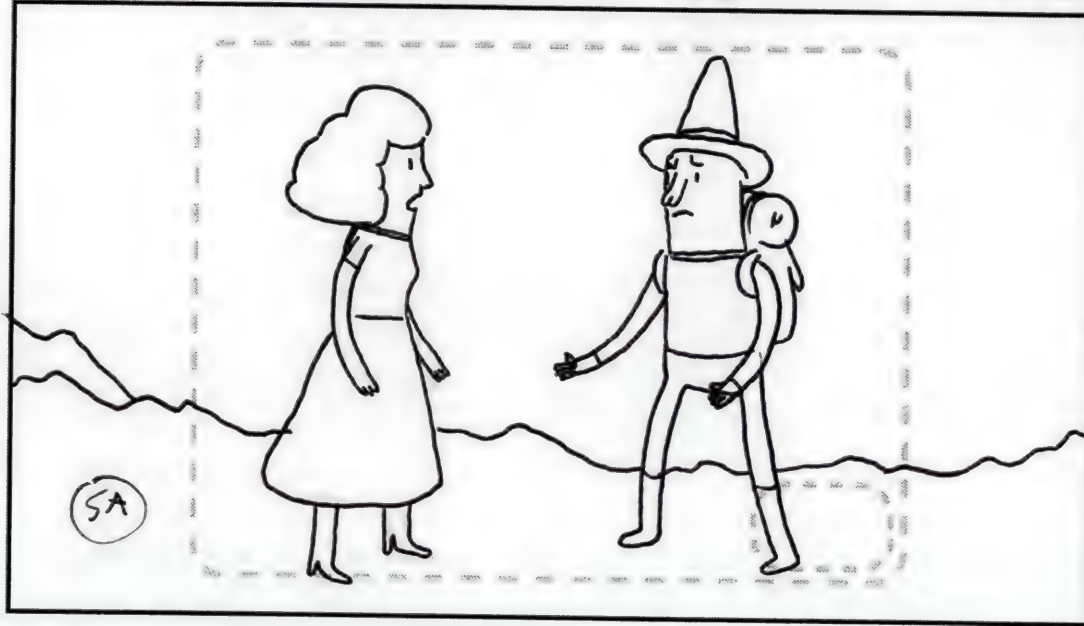


ADVENTURE TIME

Sc. 126 CONT Pnl. F

Bg.

day night

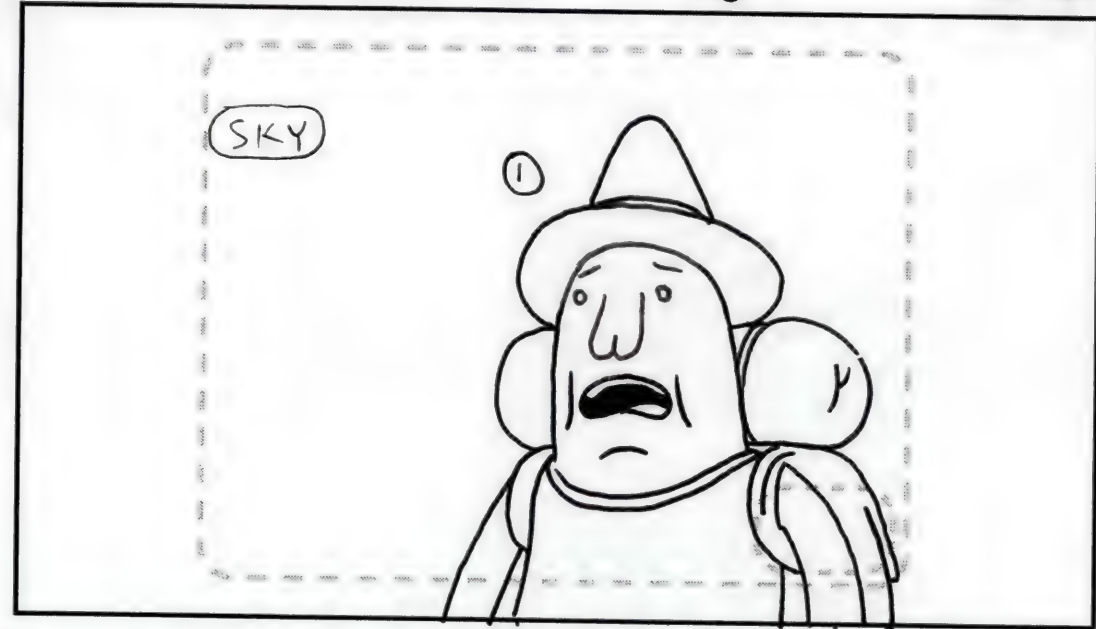


Sc. 127

Pnl. A

Bg.

day night



Dialog: Margles/ I gotta stop the 2nd coming of Golb.

Wizard/ ① Ahh... ② he's probably not
③ coming back.

Action:

Timing:



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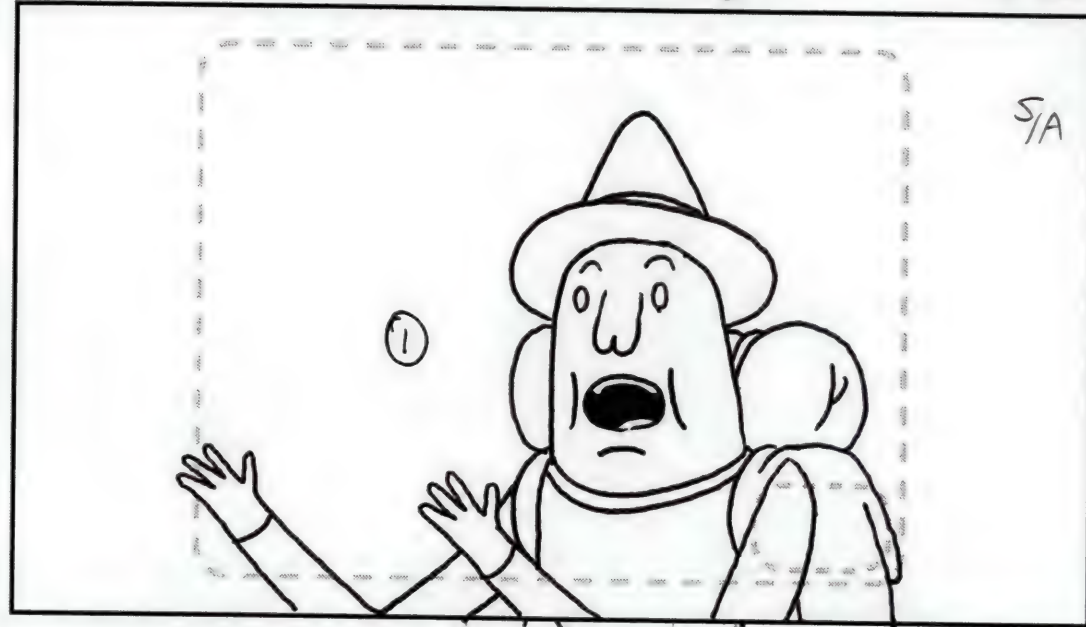
ADVENTURE TIME

Sc.

127 CONT Pnl. B

Bg.

day night

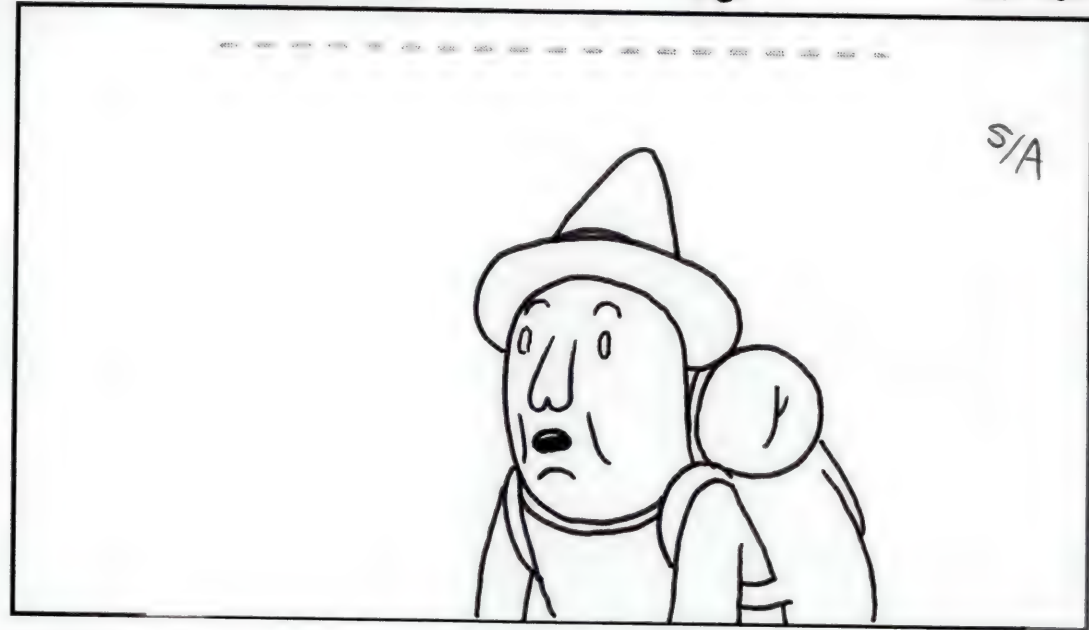


Sc.

127 CONT Pnl. C

Bg.

day night



Dialog:

Magic Man/① I wish he would! ② maybe I would see you again.

Action:

Timing:

mm / Original you.



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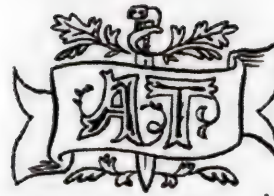
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ADVENTURE TIME

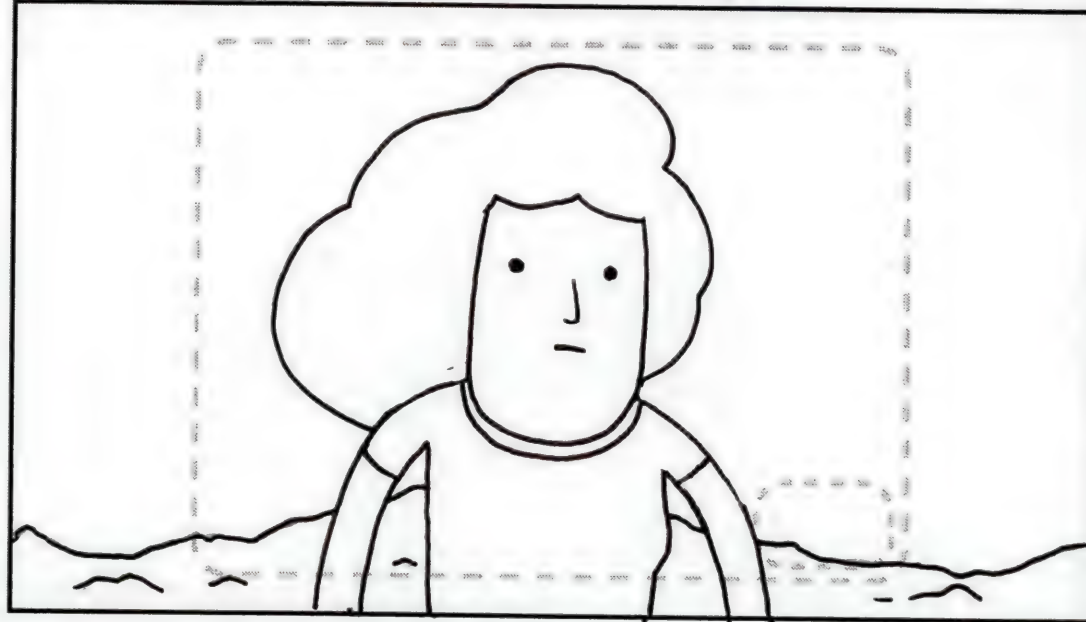


Sc. 128

Pnl. A

Bg.

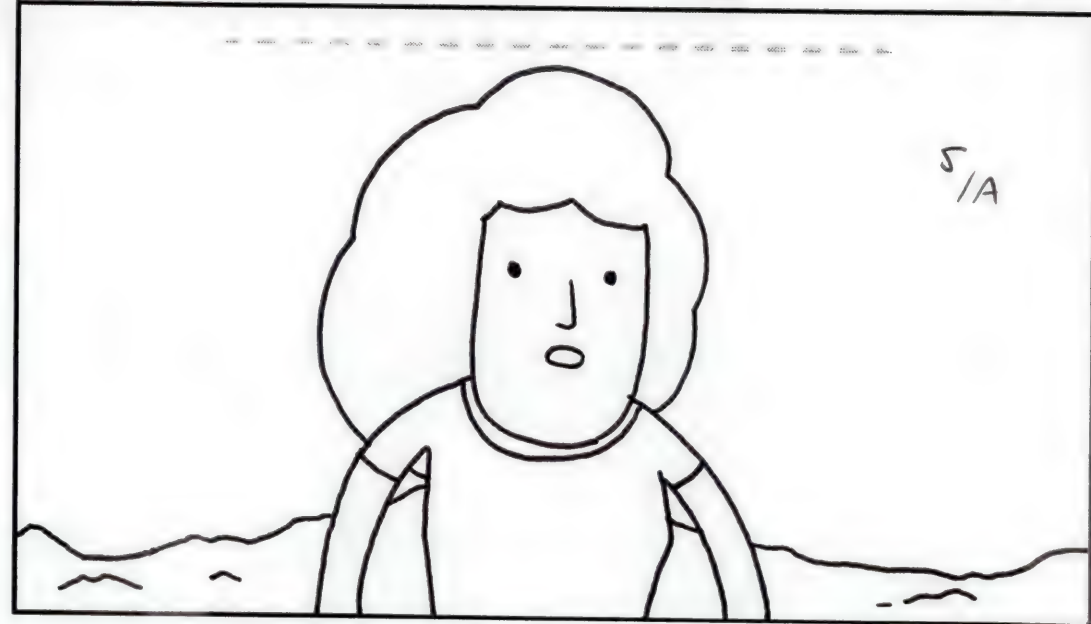
day night



Sc. 128 *cont* Pnl. B

Bg.

day night



Dialog: Magic Man (os)/ I looked everywhere you know

Margles/ So what.

Action:

Timing:

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ADVENTURE TIME

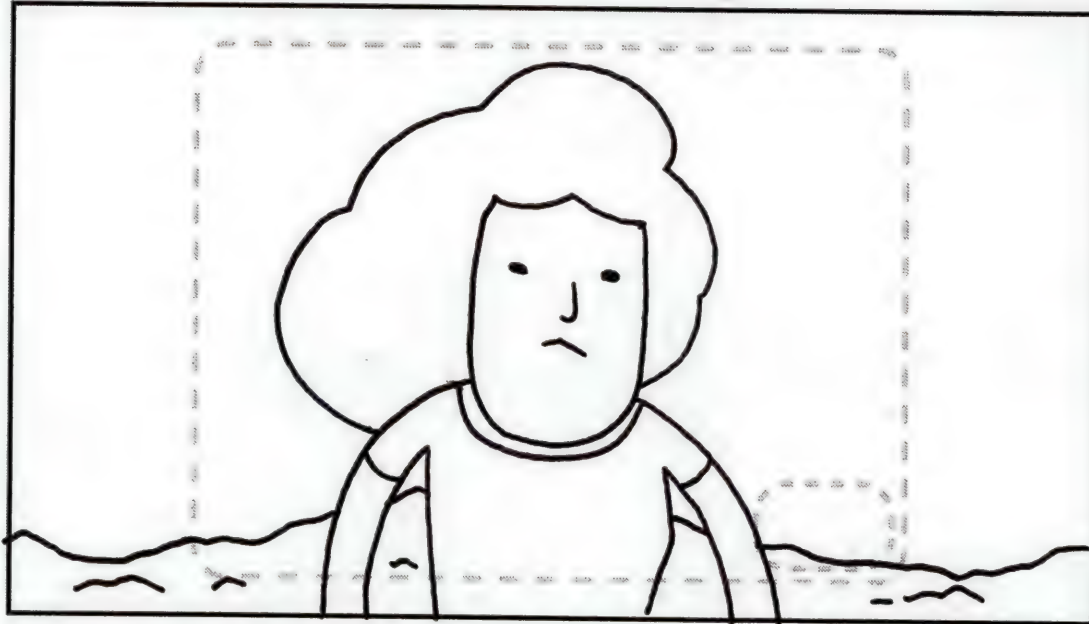


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Sc. 128 CONT Pnl. C

Bg.

day night

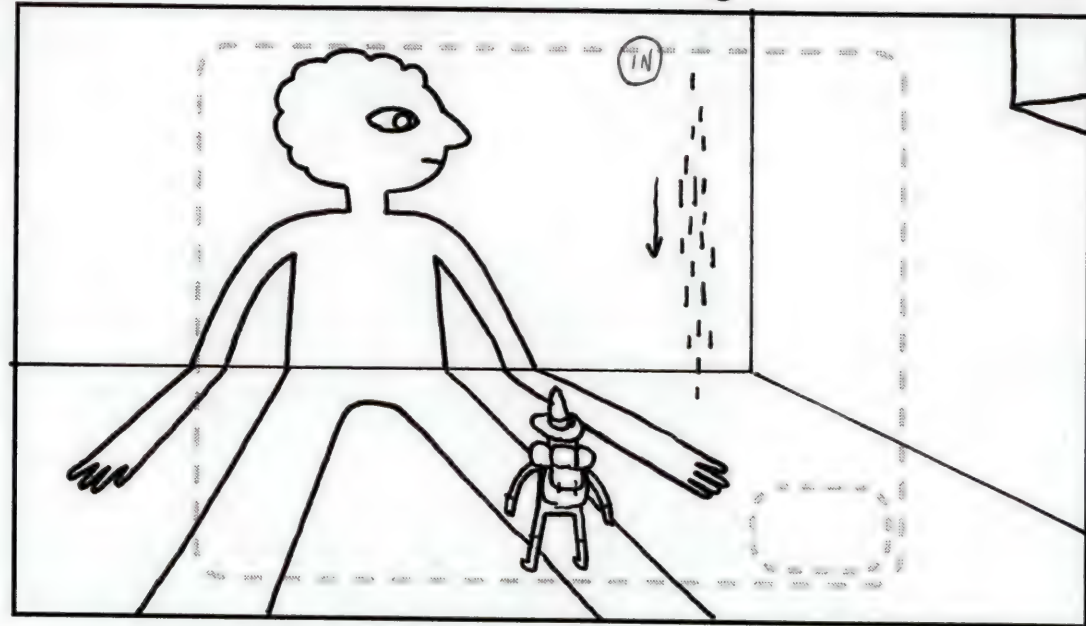


Sc. 129

Pnl. A

Bg.

day night



Dialog: Magic Man / (os) Every dimension, every dead world...

MM (os) / I even wished you back in Prismo's time room.

Action: - MARGLES NARROWS HER EYES.

- PRISM BEAMS CAME DOWN ON / S

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Timing:

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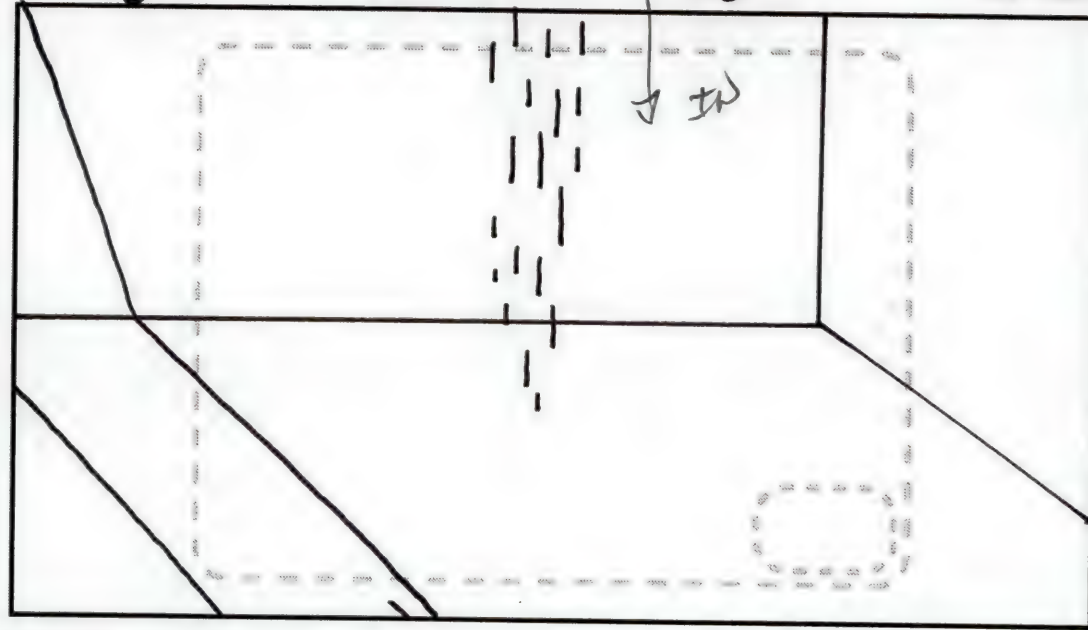


Sc. 130

Pnl. A

Bg.

day night

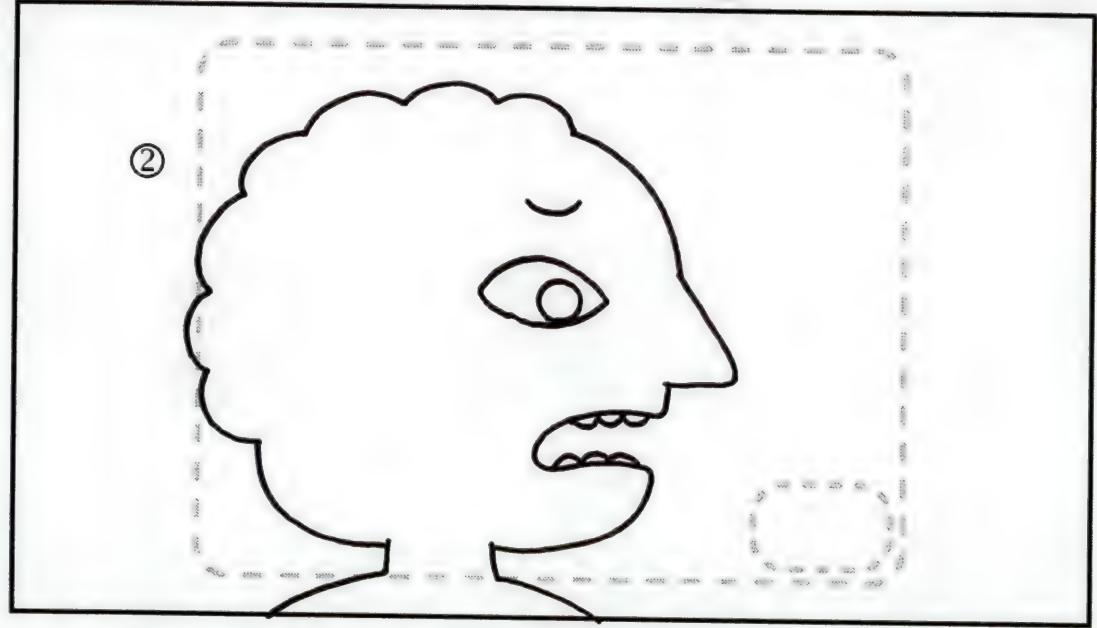


Sc. 131

Pnl. A

Bg.

day night



Dialog:



Prismo/OBALLS² man,³ that has never happened before.



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Pnl. A

Bg.

day night

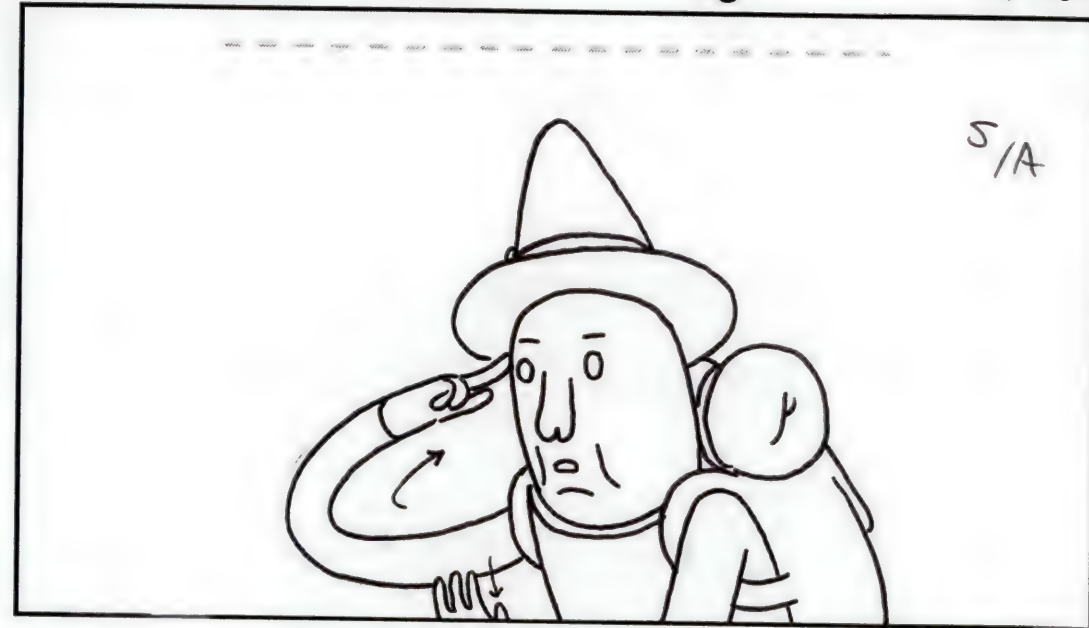


Sc.

132 cont Pnl. B

Bg.

Page 150
day night



Dialog:

Magic Man / ① But you were gone. ② erased.

Magic Man / Only existing here --

Action:

-MM points to head

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Timing:



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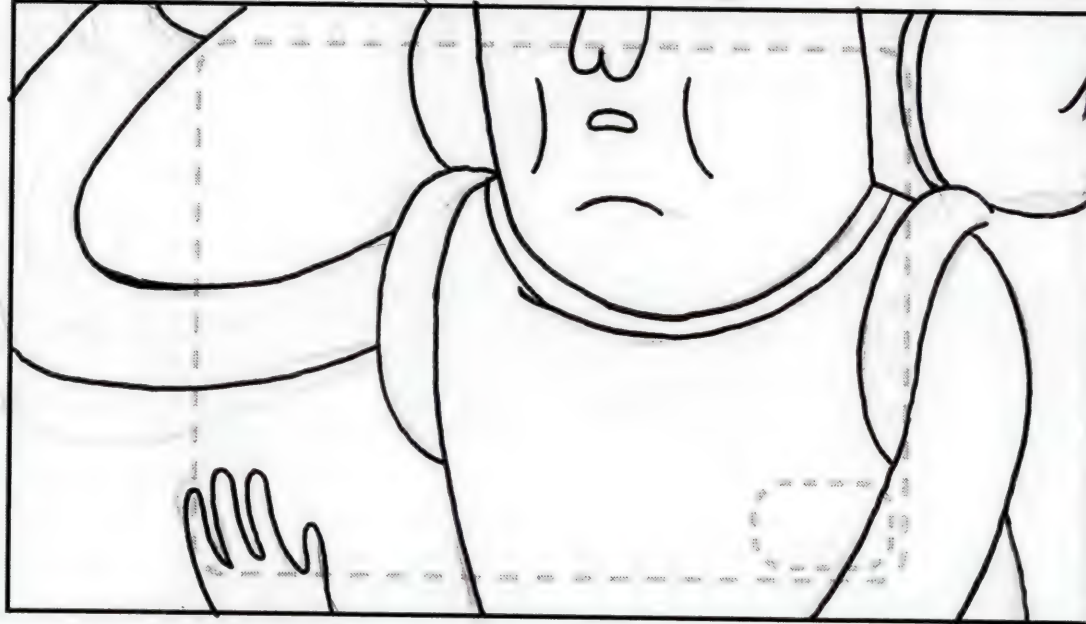
Production:

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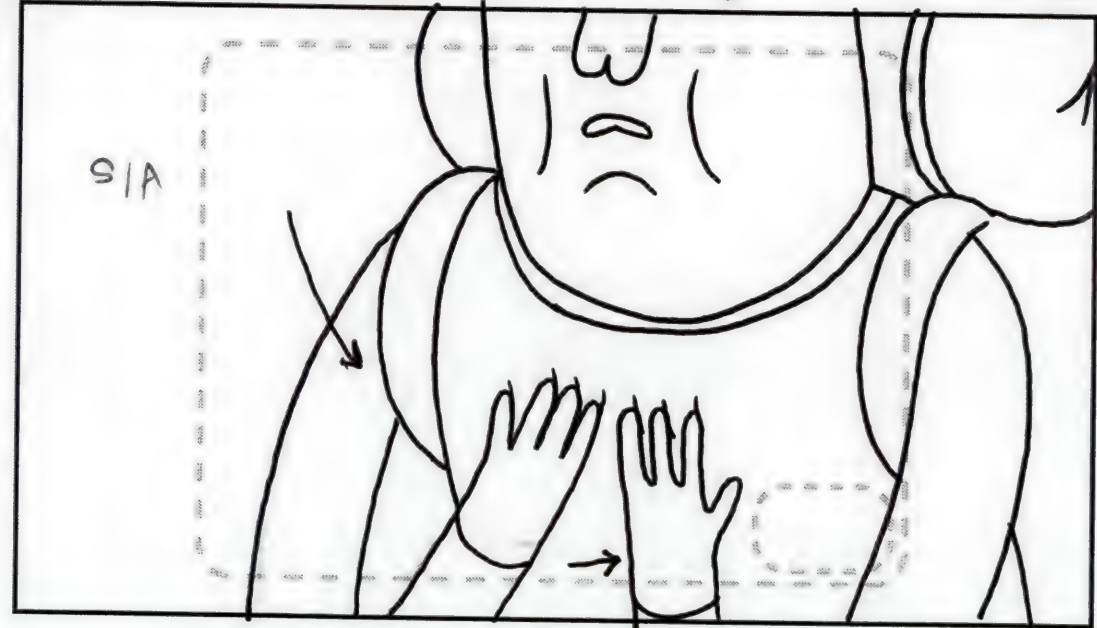
ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night



Sc. 133 cont Pnl. B Bg. day night



Dialog:	<u>Magic Man</u> / and _____ → here
Action:	-MM presses hands against his heart (chest cavity)
Timing:	SEP 18 2014

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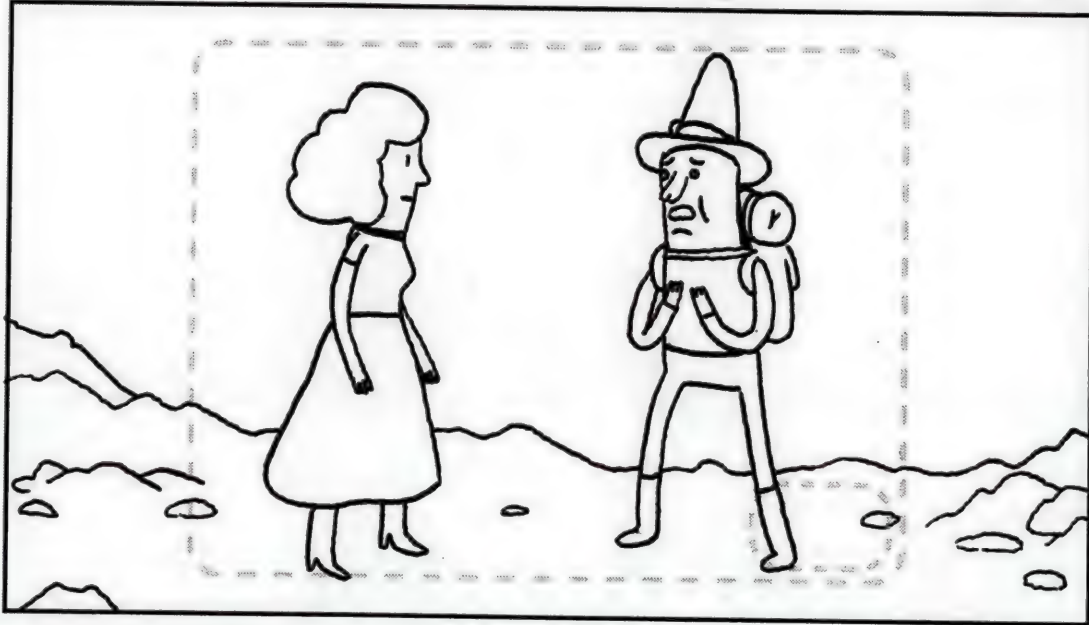


Sc. 134

Pnl. A

Bg.

day night



Sc. 134 CONT

Pnl. B

Bg.

day night



Dialog:

MM/ For hundreds of years I held that sadness

Action:

Timing:

MM/ ① Until my magic and science were ③ strong enough to ④ create you from my nightmares.



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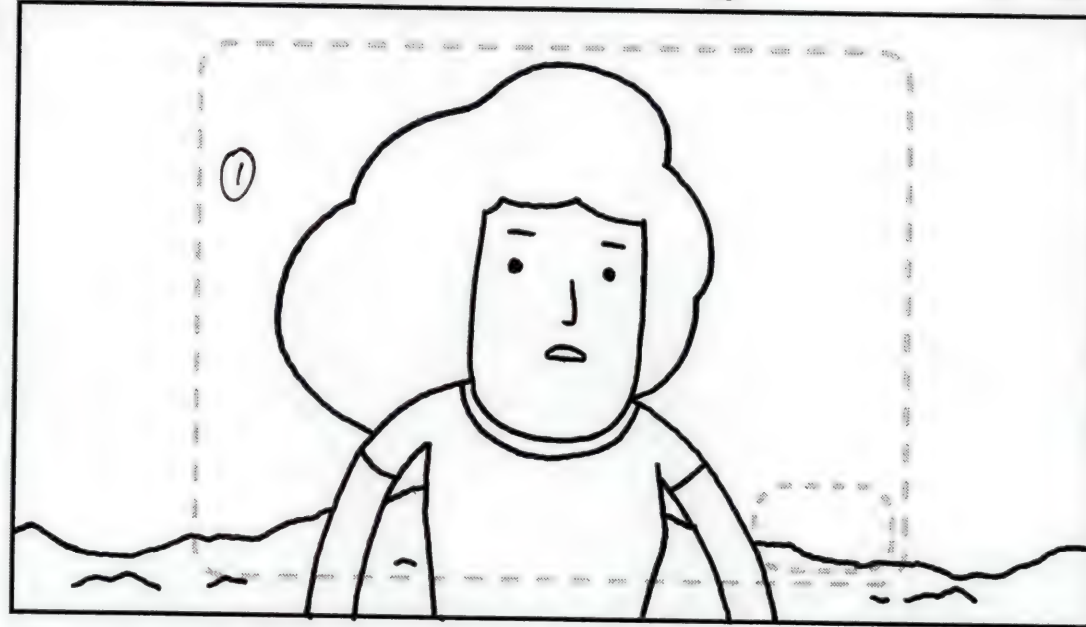
ADVENTURE TIME

Sc. 135

Pnl. A

Bg.

day night

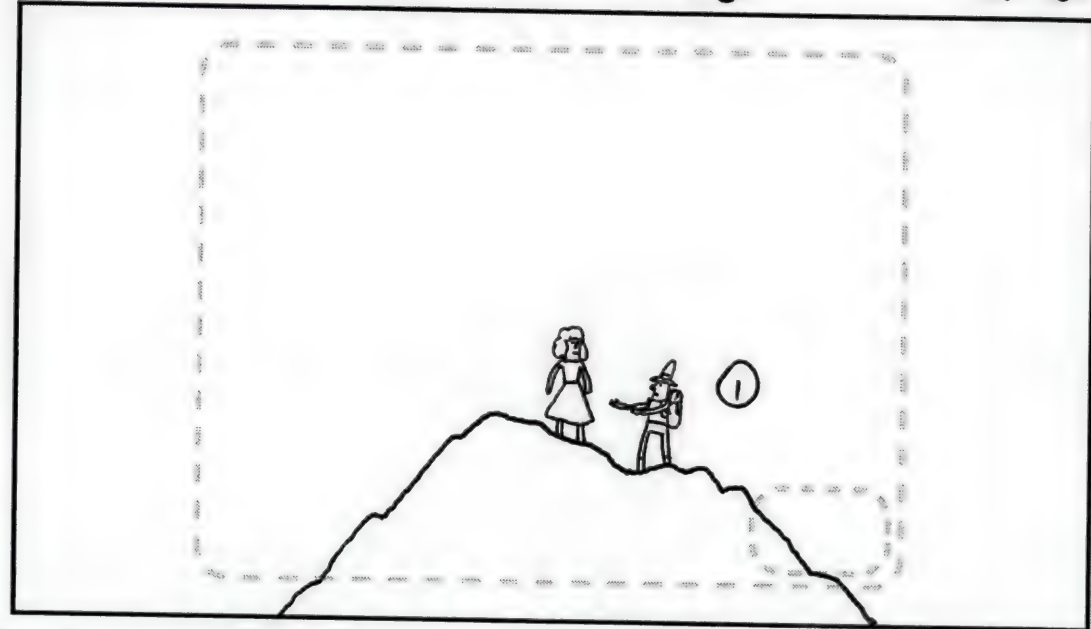


Sc. 136

Pnl. A

Bg.

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day night



Dialog: Margles / ① Then let me do ② what you built me for.

MagicMan / GASP ②

Action:

Timing:



- MARGLES
STARTS
GLOWING



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③



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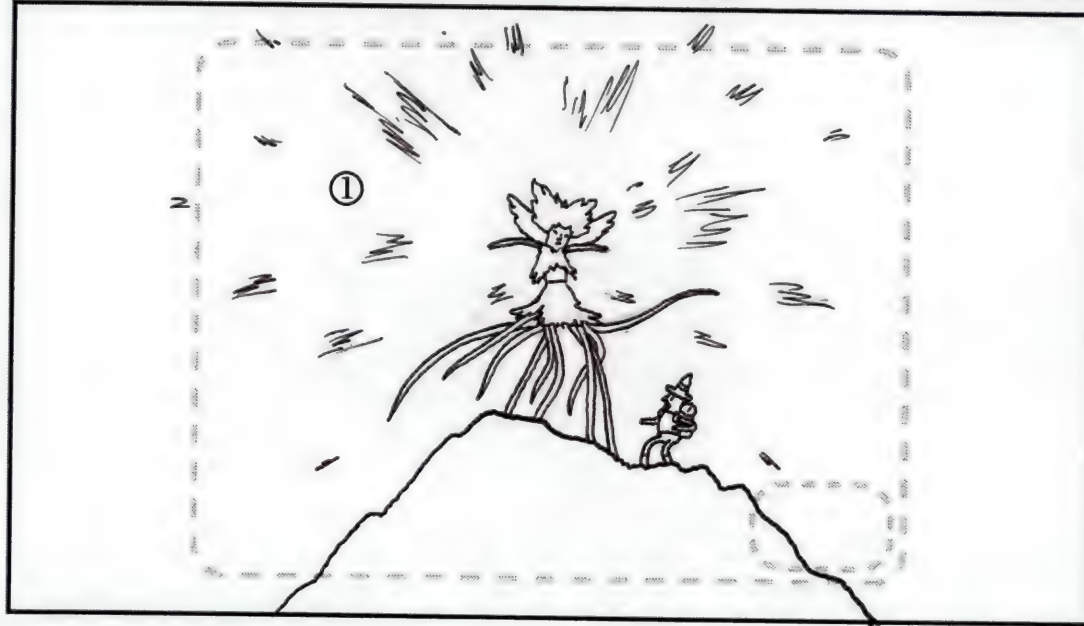


ADVENTURE TIME

Sc. 136 *cont* Pnl. B

Bg.

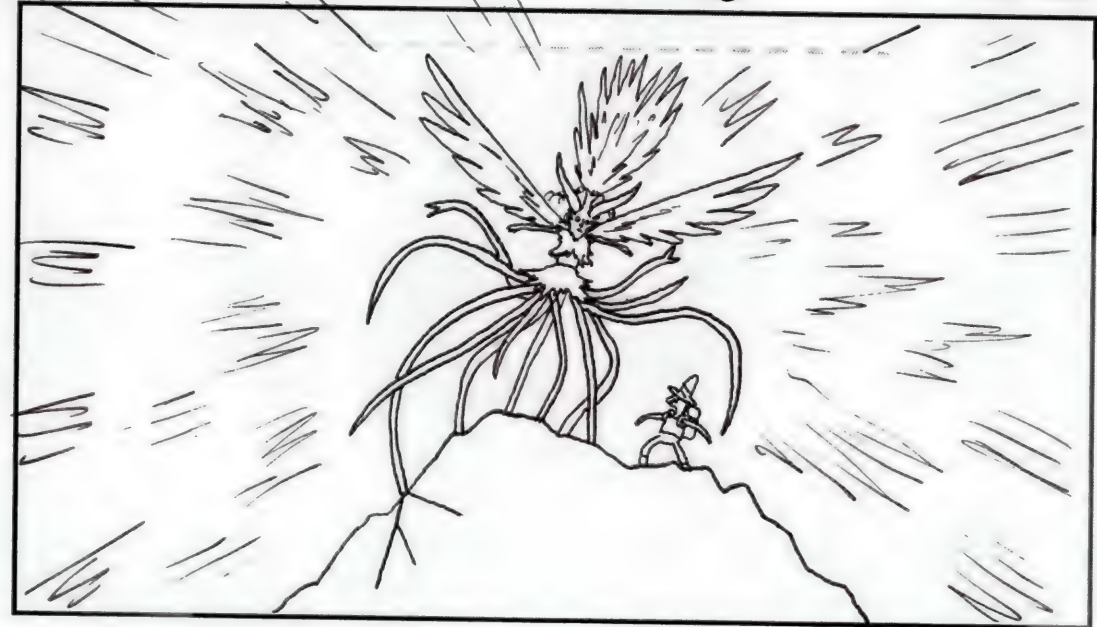
day night



Sc. 136 *cont* Pnl. C

Bg.

day night



Dialog:

Magi' Man! I take it back ahh!!

Action:

-MARGARET TRANSFORMS INTO HER INSTALLATION MODE.

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Timing:

②



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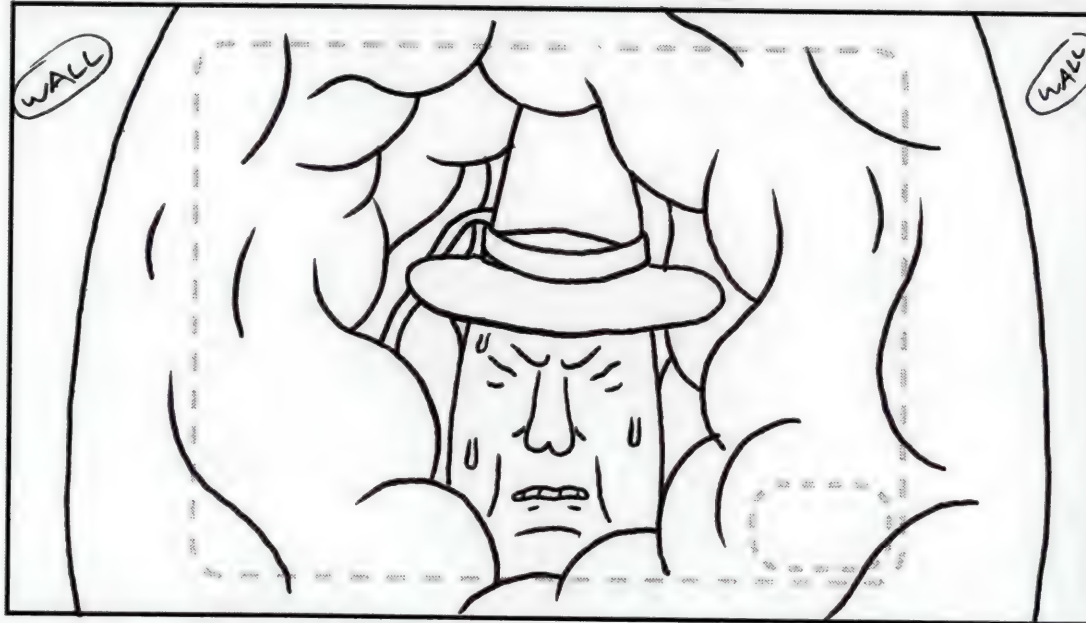
Page **155**

Sc. **137**

Pnl. **A**

Bg.

day night

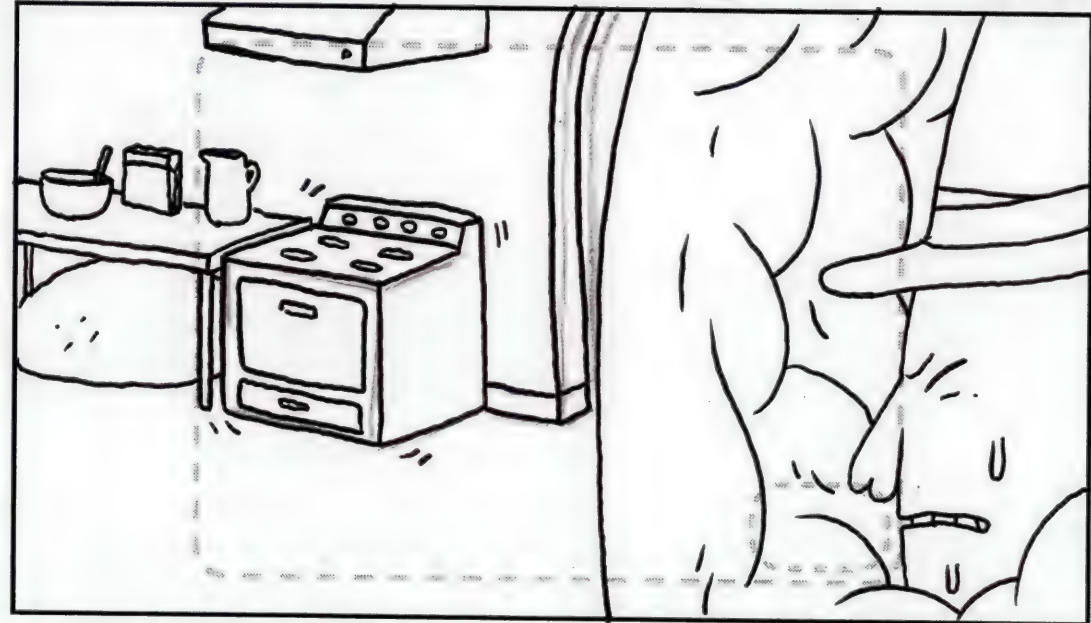


Sc. **138**

Pnl. **A**

Bg.

day night



Dialog:

Magic Man / (grumbling like in an uncomfortable sleep)

SFX / Bump! Bump!

Action:

(mouth twitching
eyebrows twitching)
(sweatbeads dripping)

(stove shaking)

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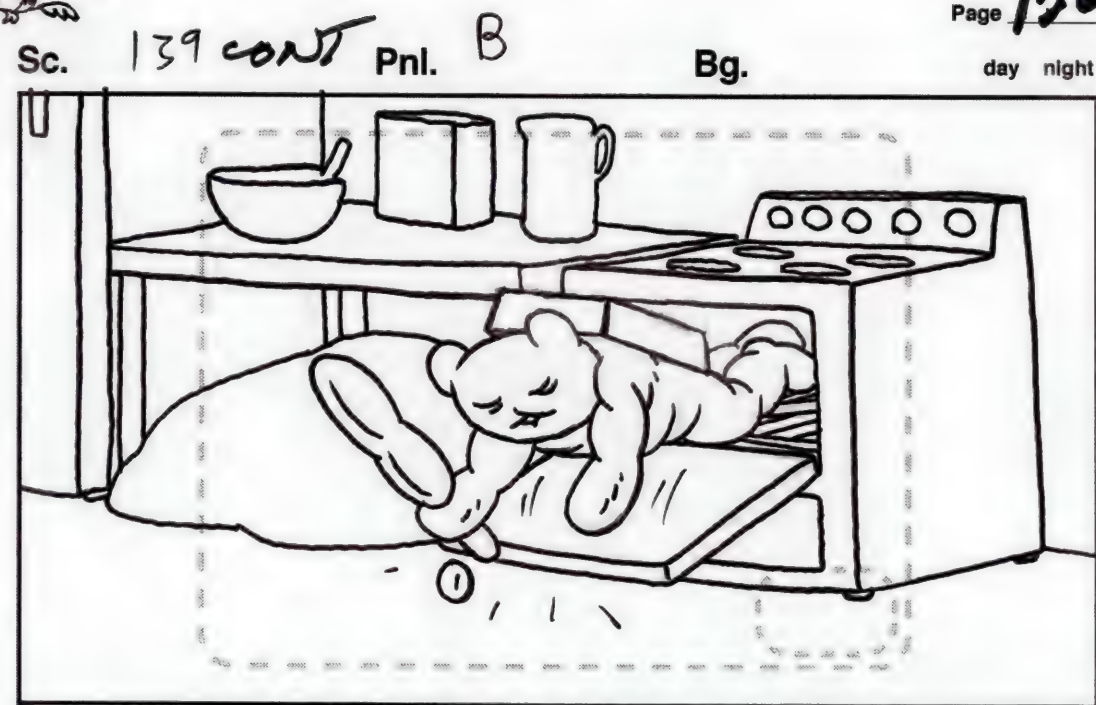
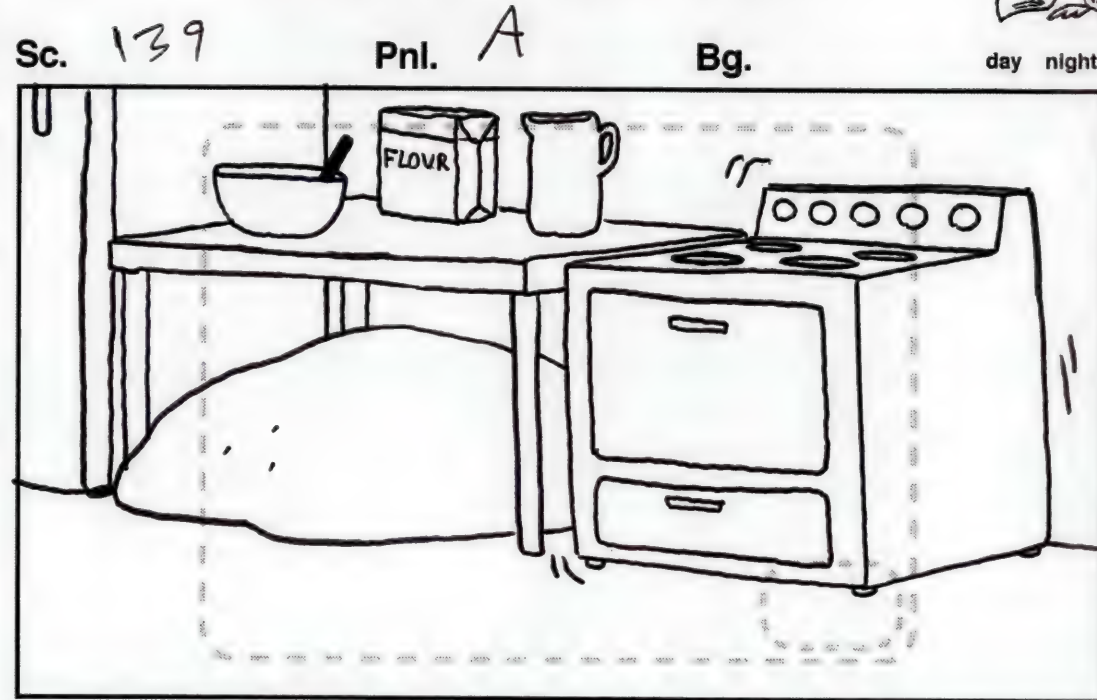
Production:

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ADVENTURE TIME



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Dialog: *SFX/ BUMP! BUMP! =*

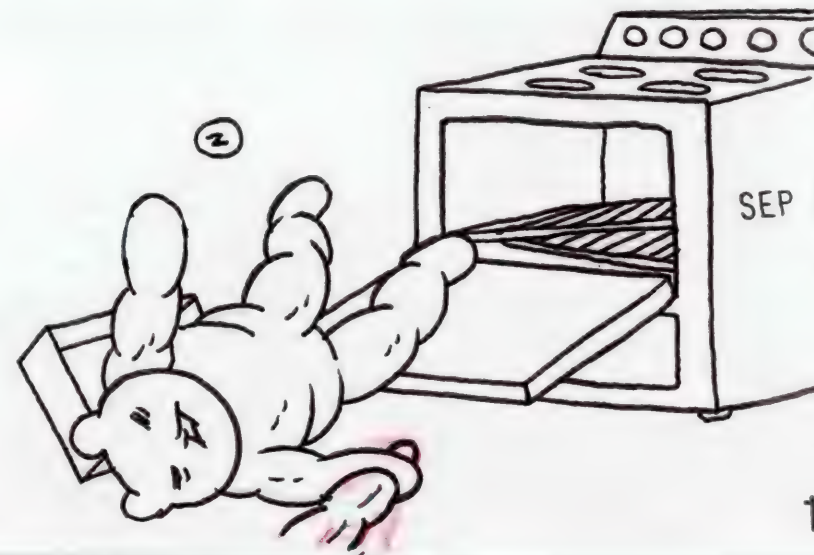
Action:

Timing:



- OVEN FALLS
OPEN, BREAD
FINN TUMBLES
OUT.

Bread Finn/ *HVAHGH!!*



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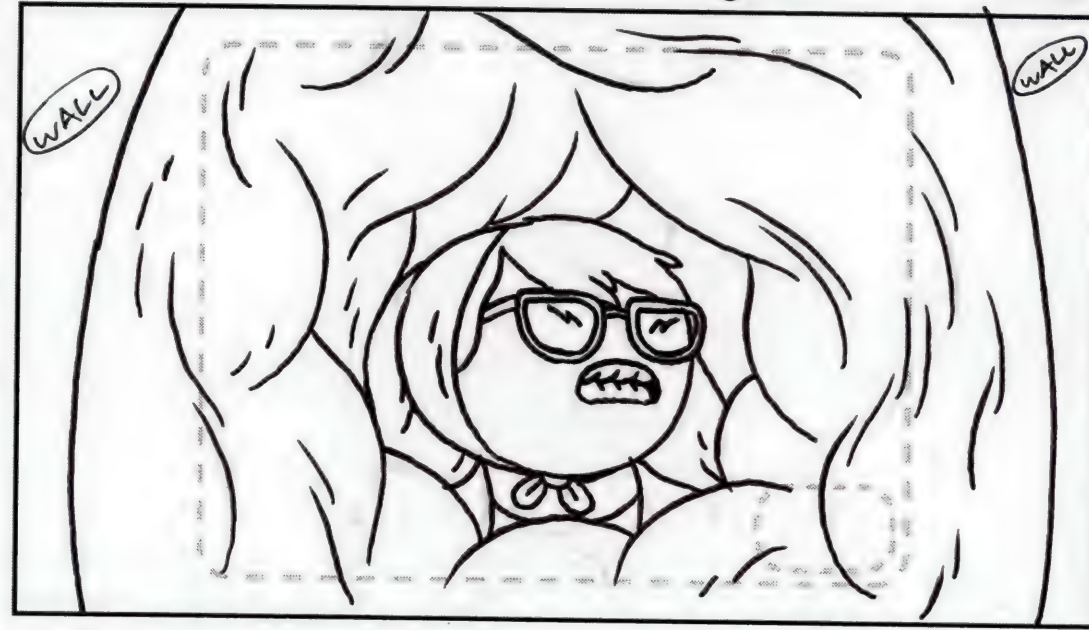


Sc. 140

Pnl. A

Bg.

day night



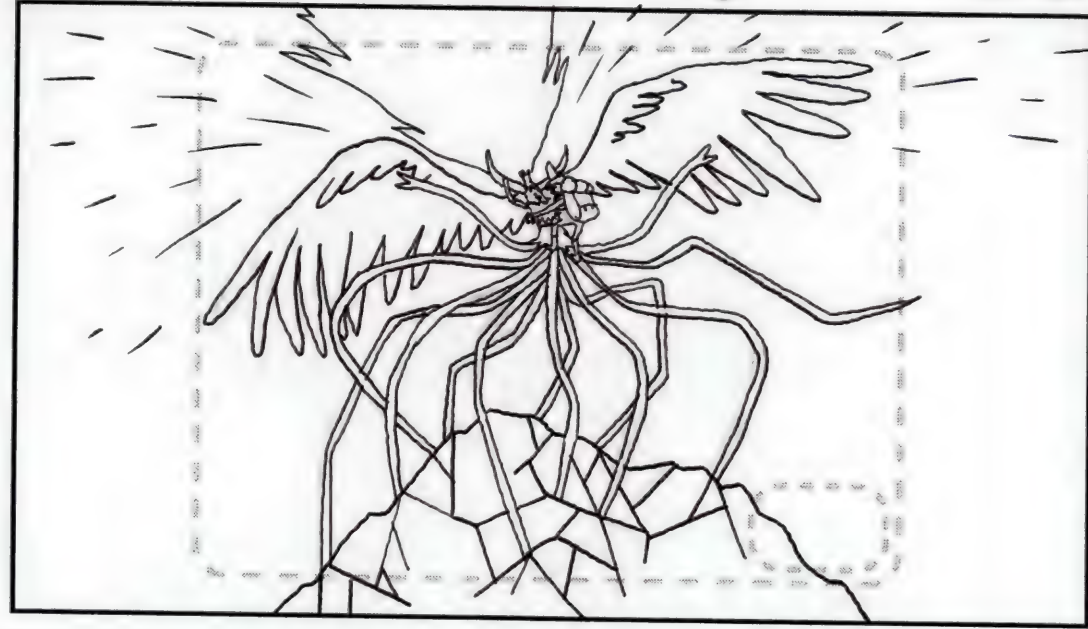
Sc. 141

Pnl. A

Bg.

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day night



Dialog:

Betty / hngs!

Magic Man / Don't activate Margles!

Action:

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Timing:

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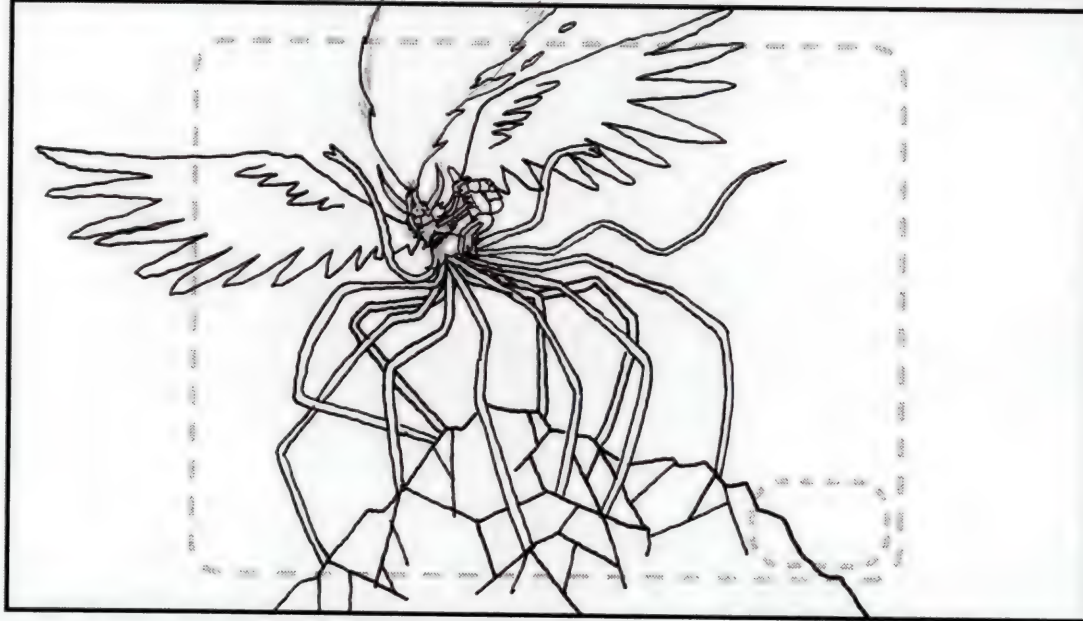
ADVENTURE TIME



Sc. 141 *cont* Pnl. B

Bg.

day night

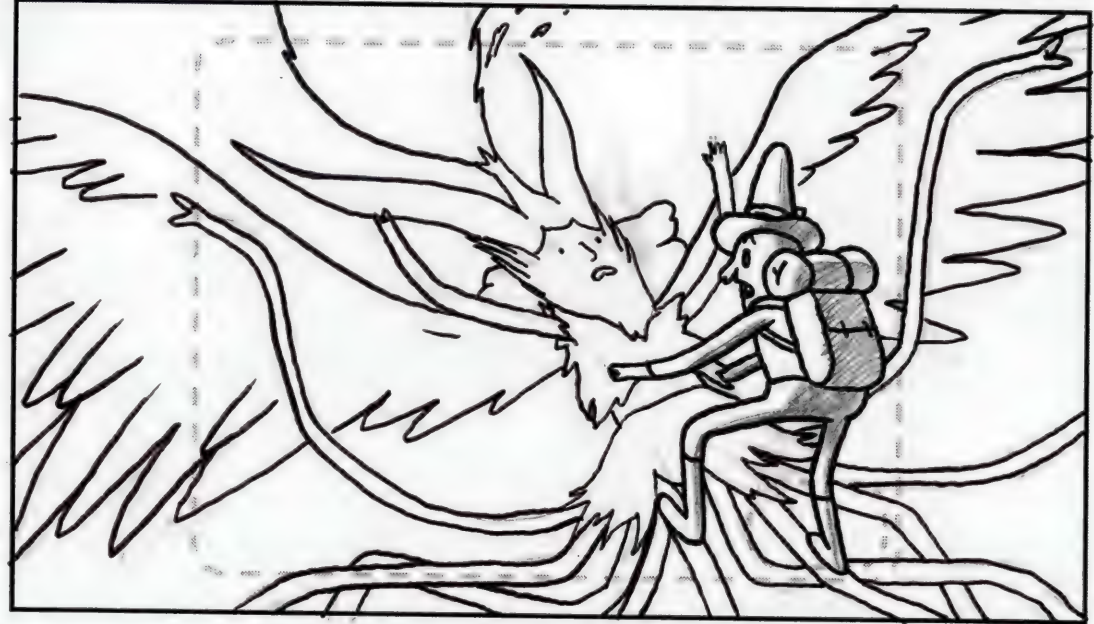


Sc. 142

Pnl. A

Bg.

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day night



Dialog:

Magic Man/ You came from me, so you gotta under-stand!

Maigles/ I came from --

Action:

Timing:

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EPISODE #

Production:

1025-197

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1025/197

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ADVENTURE TIME



Sc. 142 CONT Pnl. B

Bg.

day night

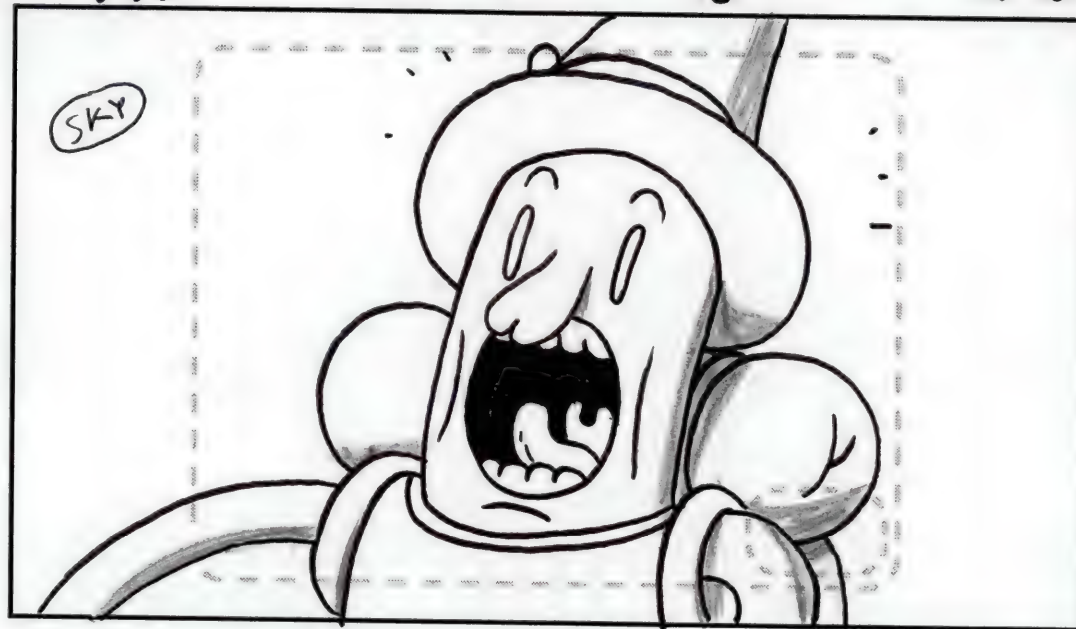


Sc. 143

Pnl. A

Bg.

Page 159
day night



Dialog: Maigles/ - your nightmares!

Magic Man/ AIEEE!!

Action:



Timing:



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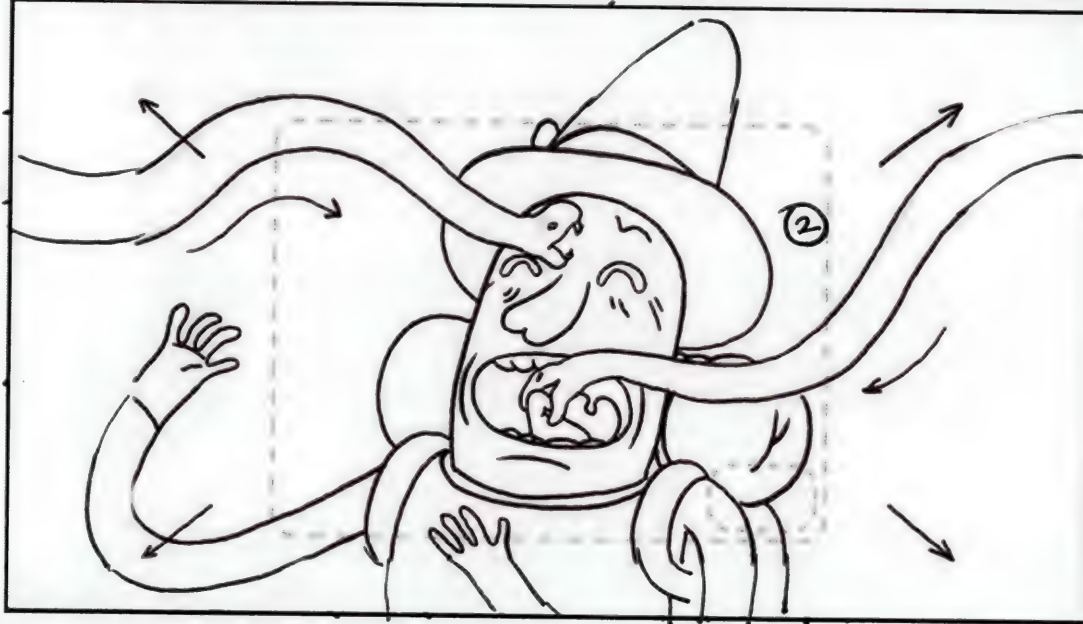
ADVENTURE TIME



Sc. 143 CONT Pnl. B

Bg.

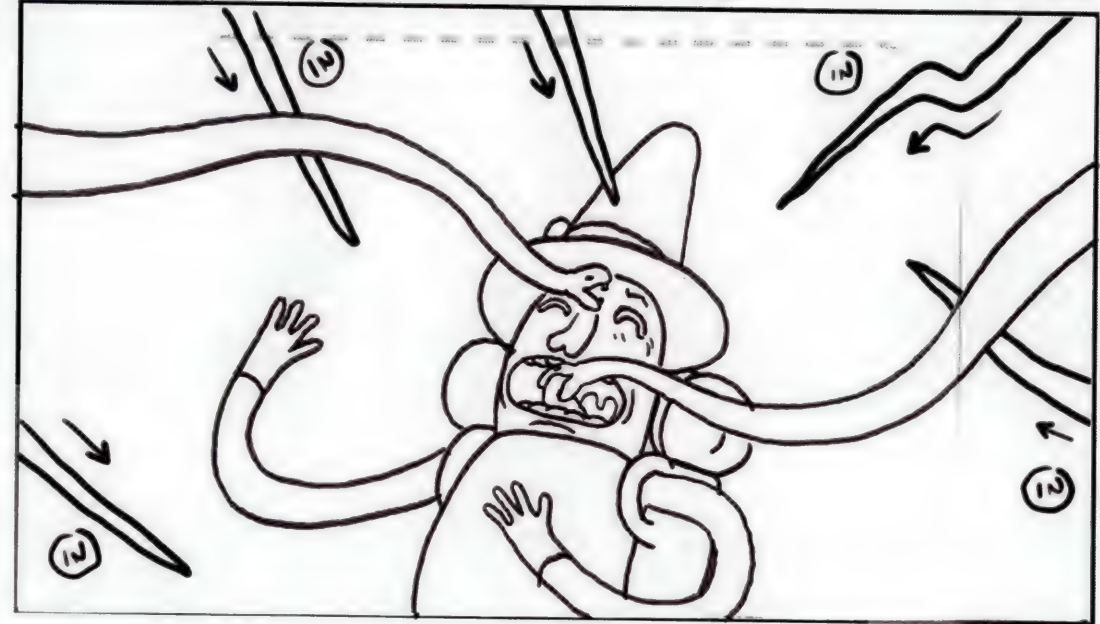
day night



Sc. 143 CONT Pnl. C

Bg.

day night



Dialog:

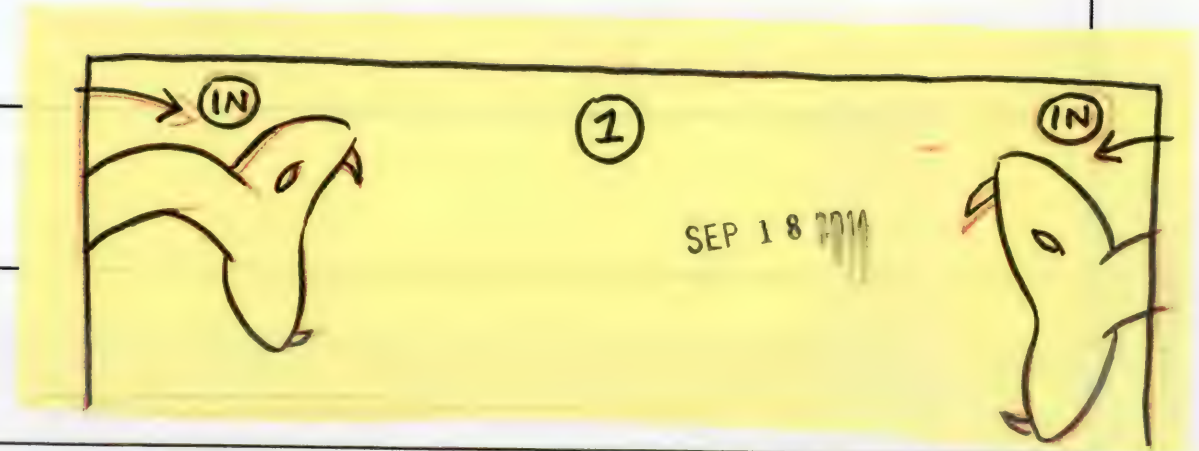
Magic Man / EEE!!!

MM / EEE --

Action:

: Truck out :
- MARGLE'S SNAKE TENTACLES BITE MM.

Timing:



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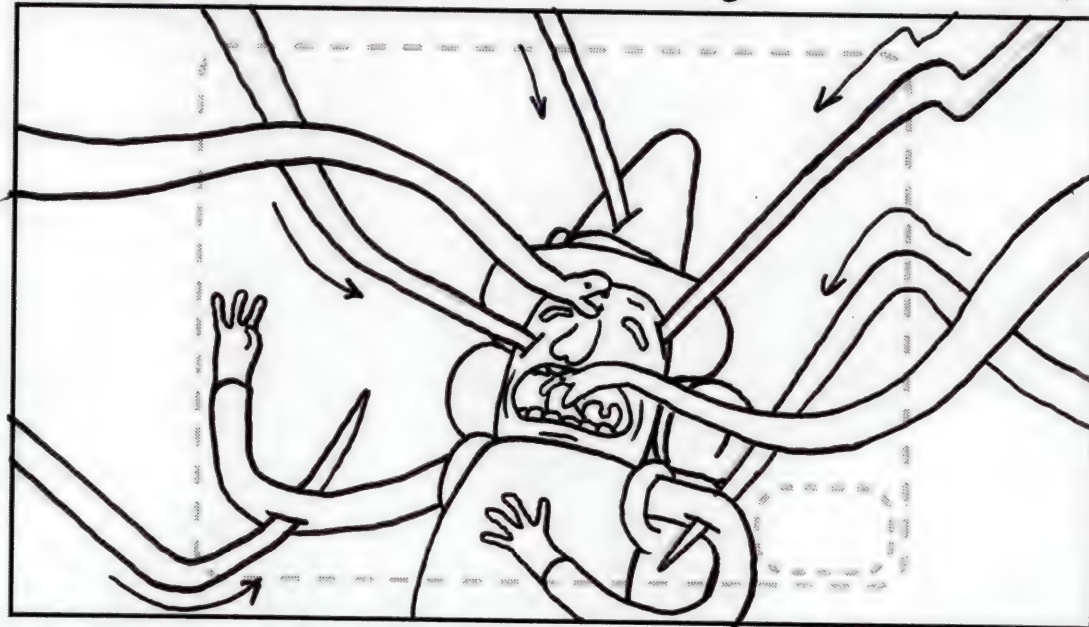


ADVENTURE TIME

Sc. **143 cont** Pnl. **D**

Bg.

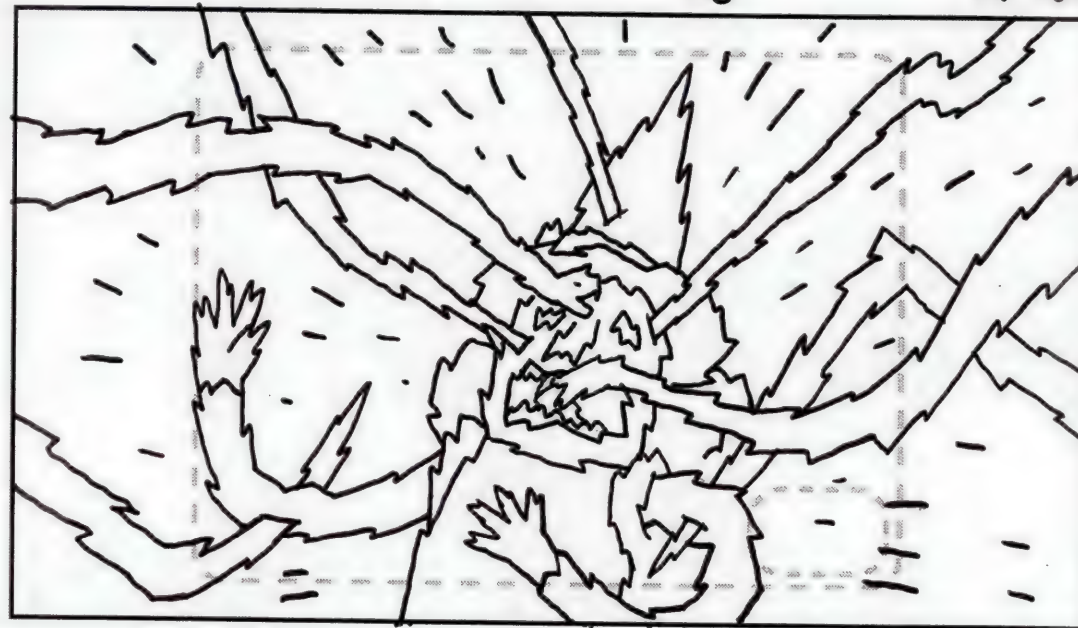
day night



Sc. **143 cont** Pnl. **E**

Bg.

day night



Dialog:

mm/ EEE

Sfx/ZAP

Action:

-TENTACLES MERGE
WITH MM.

-MM's shirt gets
shredded
hat ribbon
comes undone

Timing:

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Production:

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ADVENTURE TIME

Sc. 144

Pnl. A

Bg.

day nig

Page 162

day night



Dialog:

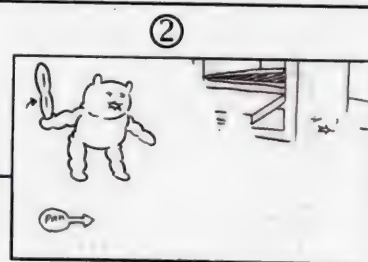
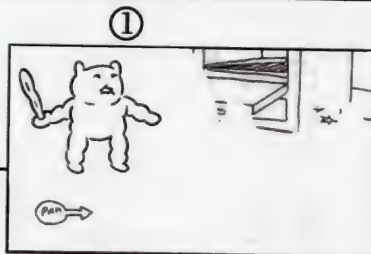
Bread Finn/ MWUH! MWUH!

Action:

- BREAD FINN REELS INTO FOREGROUND, AND BACK
truck out and pan at same time

SEP 18 2011

Timing:



Production:

1025/197

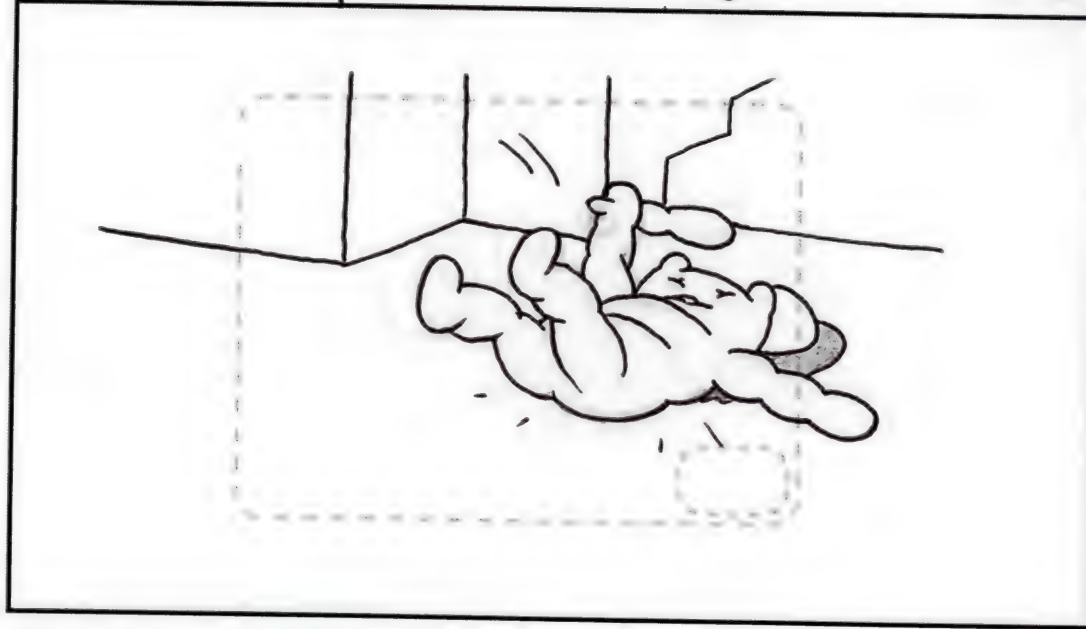
ADVENTURE TIME



Sc. 144 *CONT* Pnl. B

Bg.

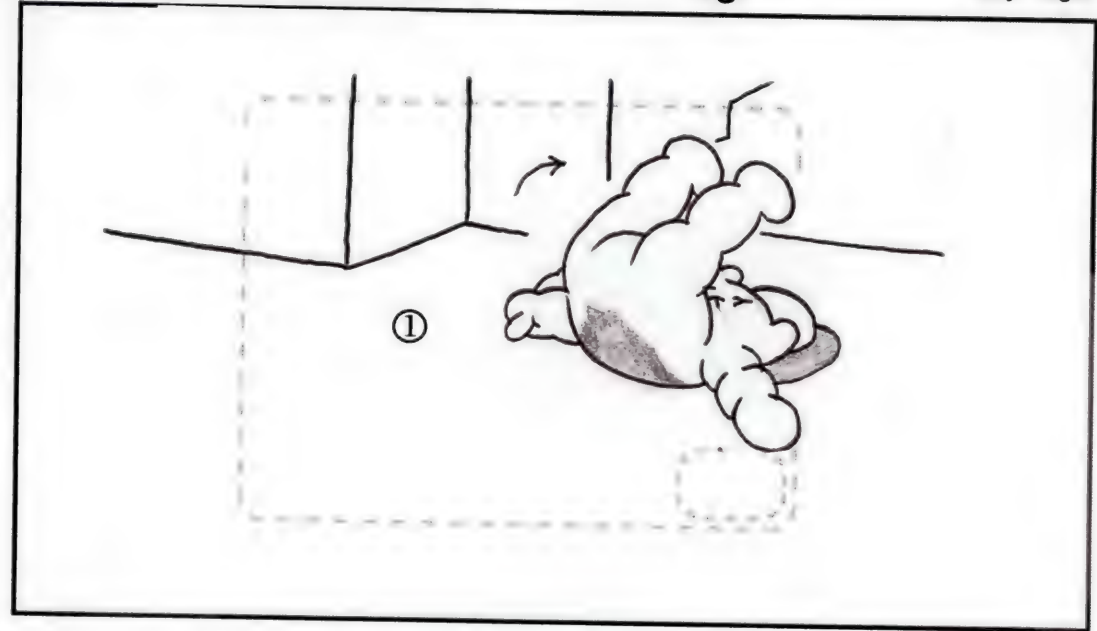
day night



Sc. 144 *CONT* Pnl. C

Bg.

Page 163
day night



Dialog:

Bread Finn / mPUH!

Finn / MWLAGH

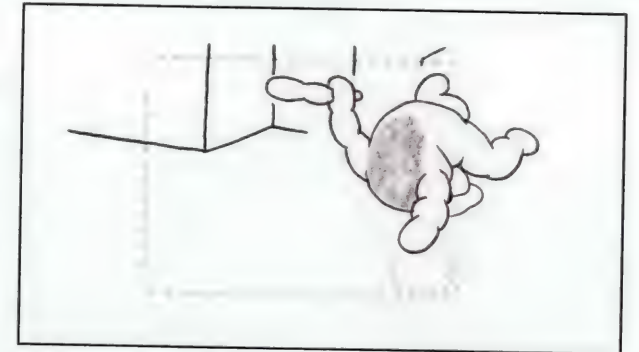
Action:

- BREAD FINN FALLS
INTO SOUP.

Finn Soaks up Jake soup

SEP 18 2014

Timing:



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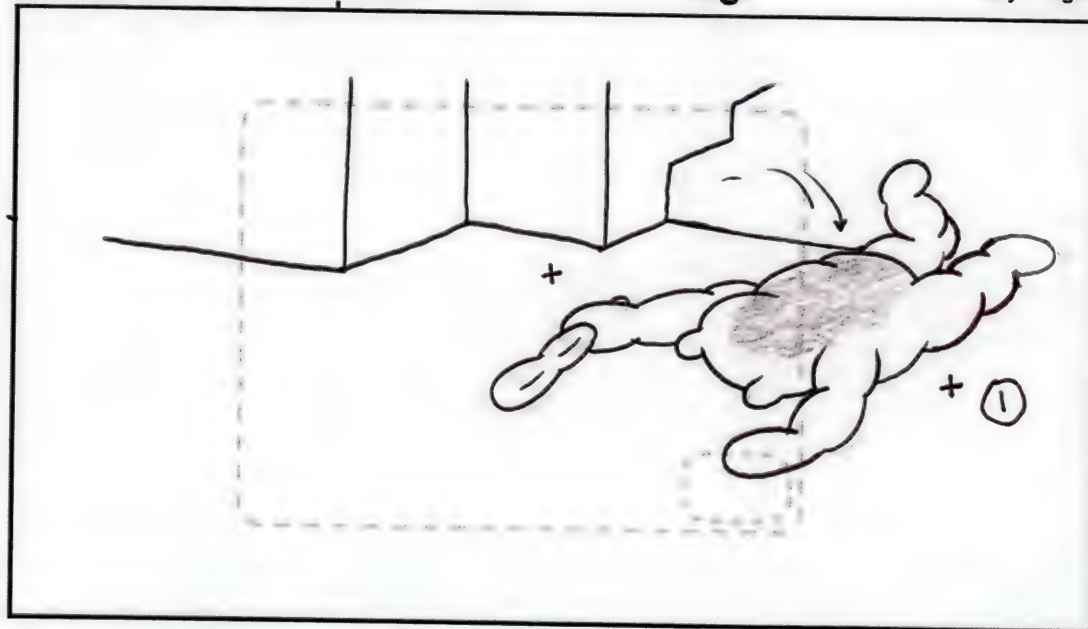


ADVENTURE TIME

Sc. *144 CONT* Pnl. *D*

Bg.

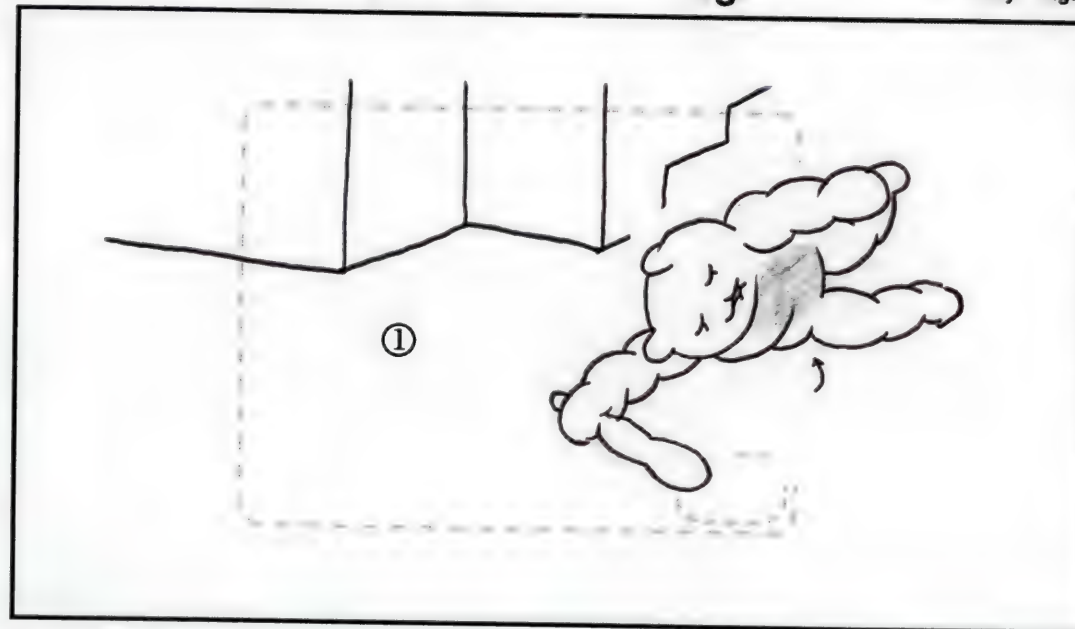
day night



Sc. *144 CONT* Pnl. *E*

Bg.

Page *164*
day night



Dialog:

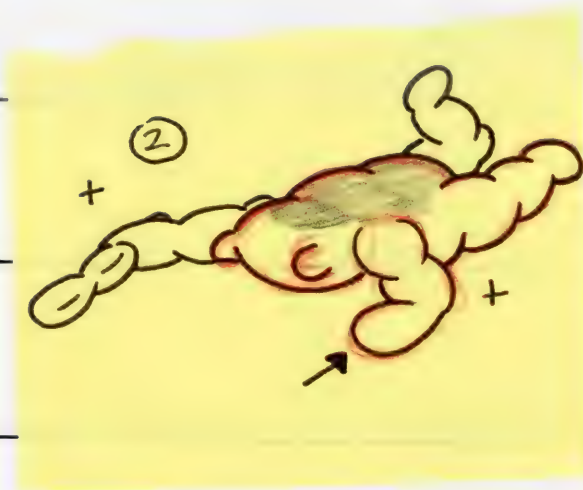
Bread Finn/ GHVH

Action:

-BREAD FINN FLOPS OVER.

Timing:

Bread Finn/ ULVAGUH!



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Production:

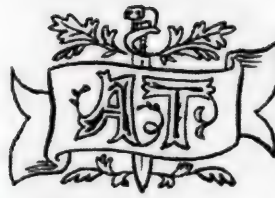
1025-197
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ADVENTURE TIME



Sc. 145

Pnl. A

Bg.

day night

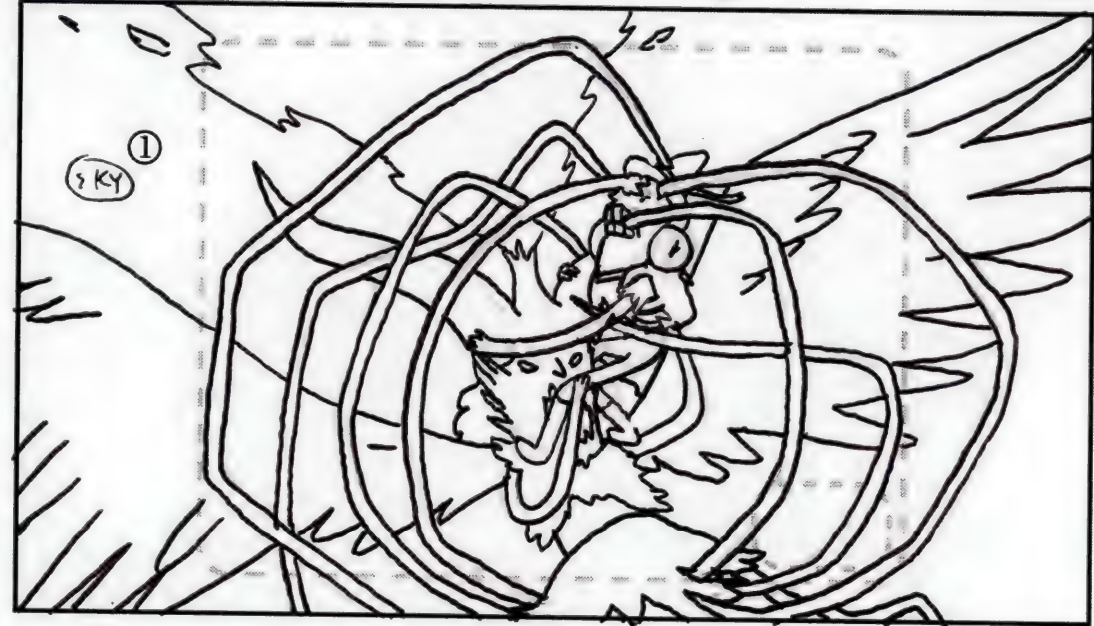


Sc. 146

Pnl. A

Bg.

day night



Dialog:

Betty / : GASP :

Action:

Timing:

MM/ RRAHH!

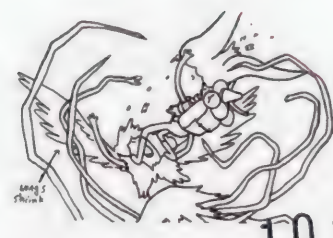
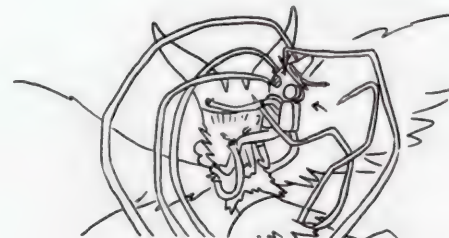
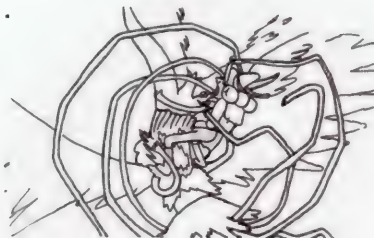
SEP 18 2014

-MM RIPS
OFF CROWN

②

④

③



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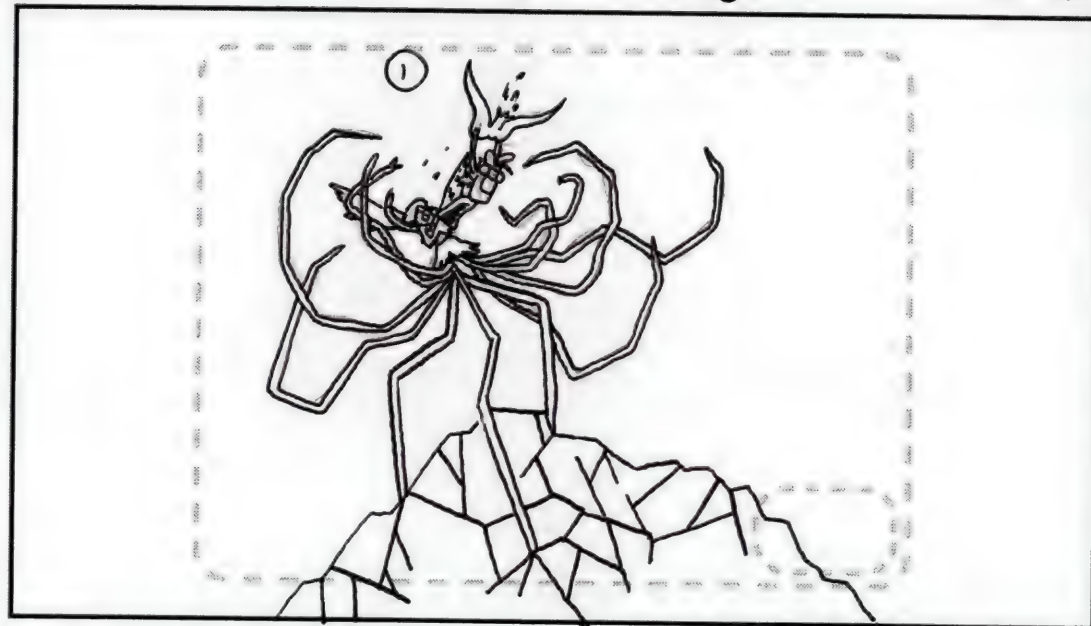
ADVENTURE TIME

Sc. 147

Pnl. A

Bg.

day night

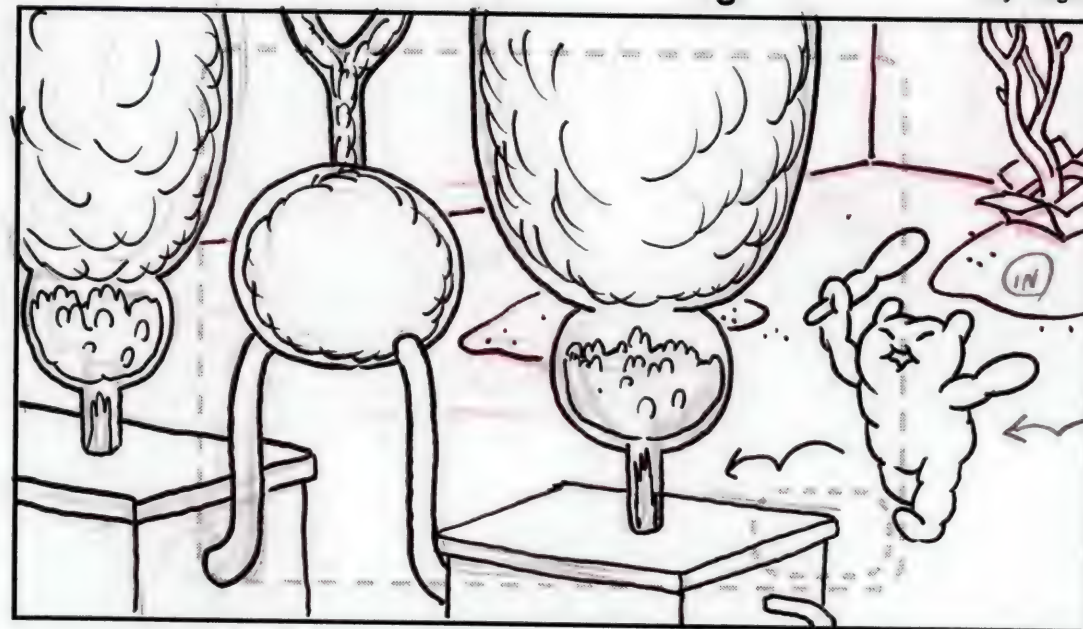


Sc. 148

Pnl. A

Bg.

day night



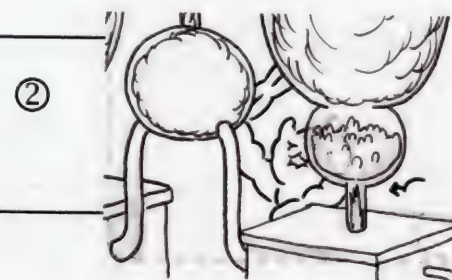
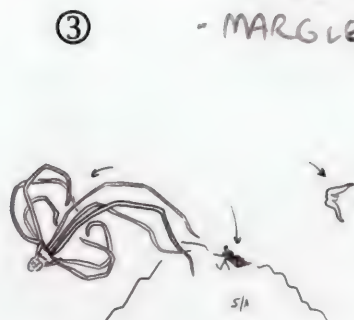
MagiCMan/ (3) OOFF!

Bread Finn/ GHAAH!!

- M M FALLS TO MOUNTAIN TOP
- MARGLES FALLS BACK.

- BF RUNS ON/S WITH BREAD SWORD RAISED.

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Production:

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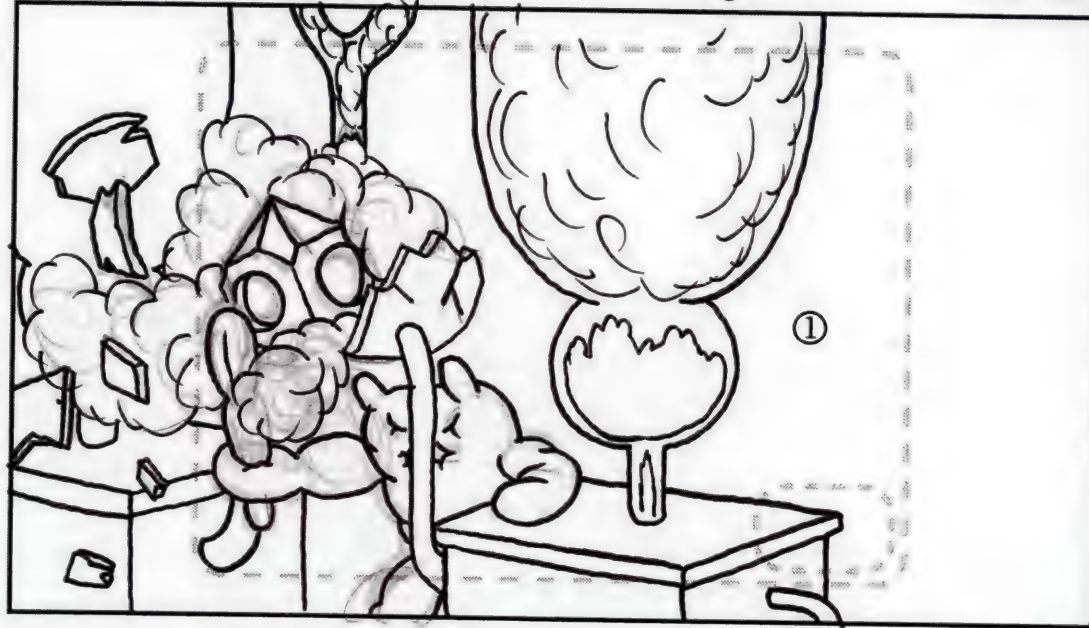
ADVENTURE TIME



Sc. 148 *CONT* Pnl. B

Bg.

day night

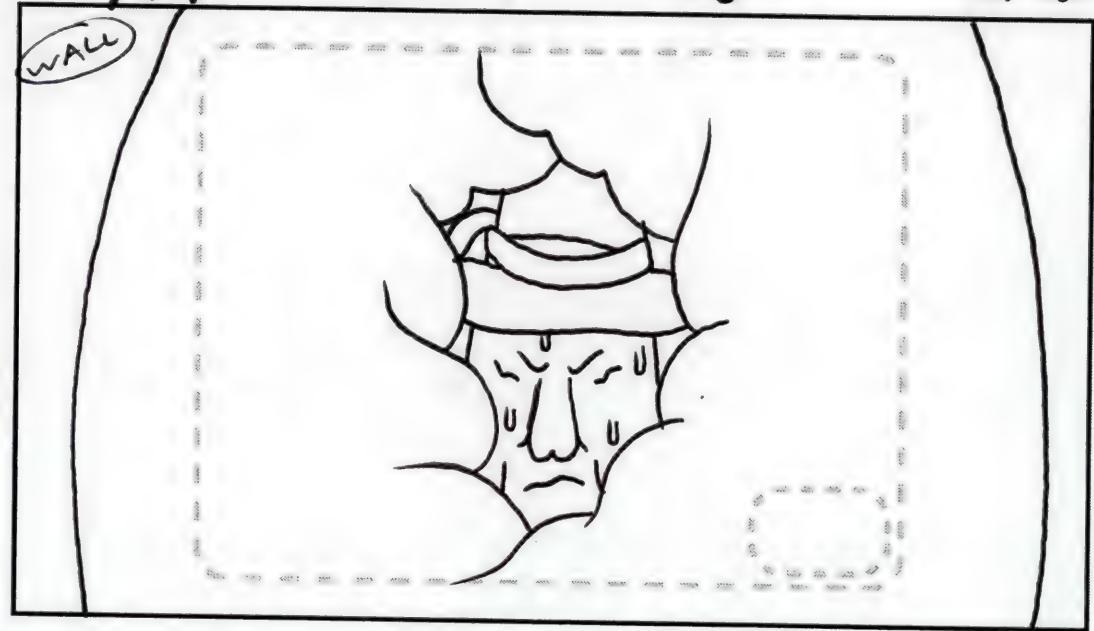


Sc. 149

Pnl. A

Bg.

day night



Dialog:

Action:

SFX: SMASH!
- BF SMASHES OPEN CHAMBER W/ HELMET.

(start pose)

SEP 18 2014

Timing:



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1025/197

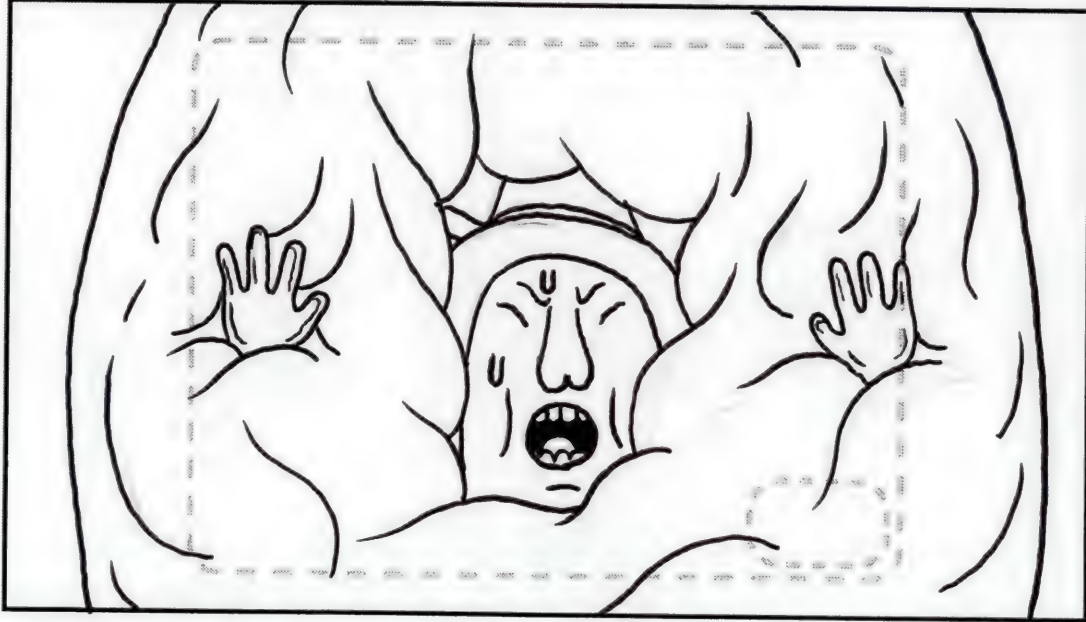
Production:

1025/197

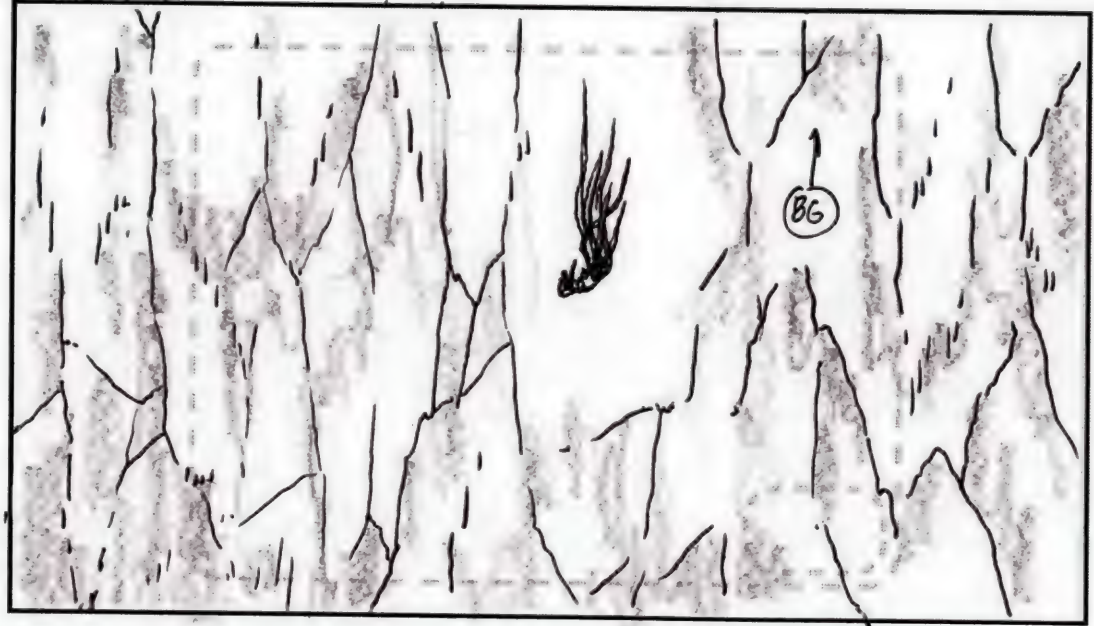
ADVENTURE TIME



Sc. **149 CONT** Pnl. **B** Bg. day night



Sc. **150** Pnl. **A** Bg. day night



Dialog: Magic Man OOMPH!

Action: - MM presses hands up against glass - Magles falling down the side of the mountain
Back ground moving fast

SEP 18 2014

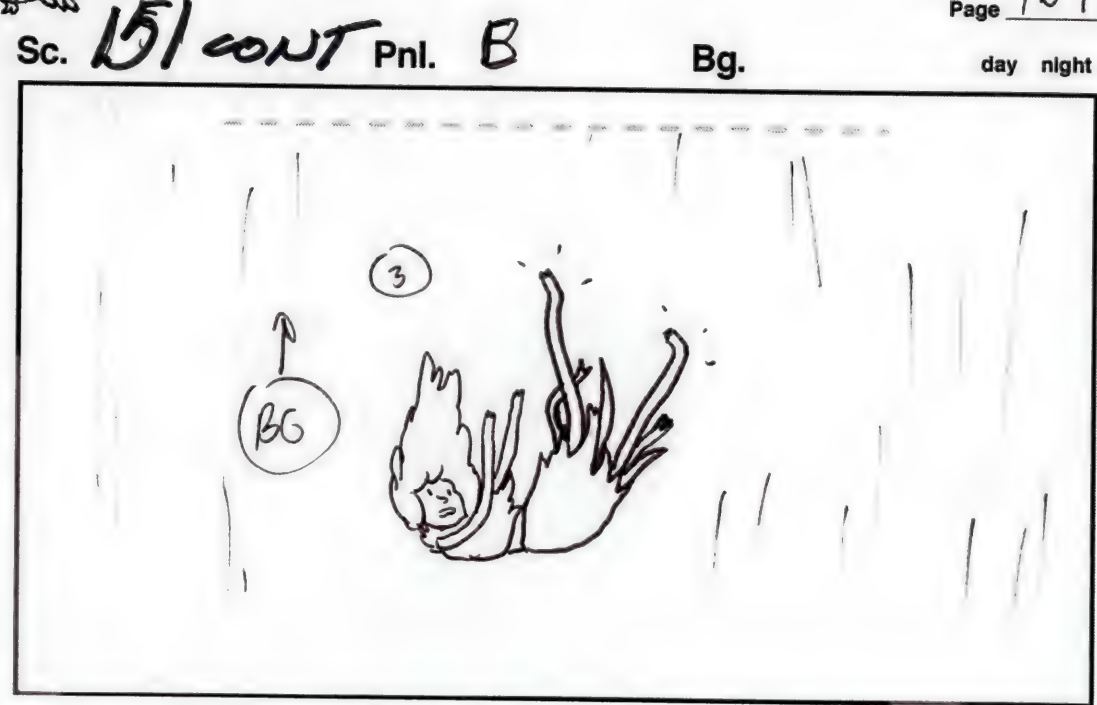
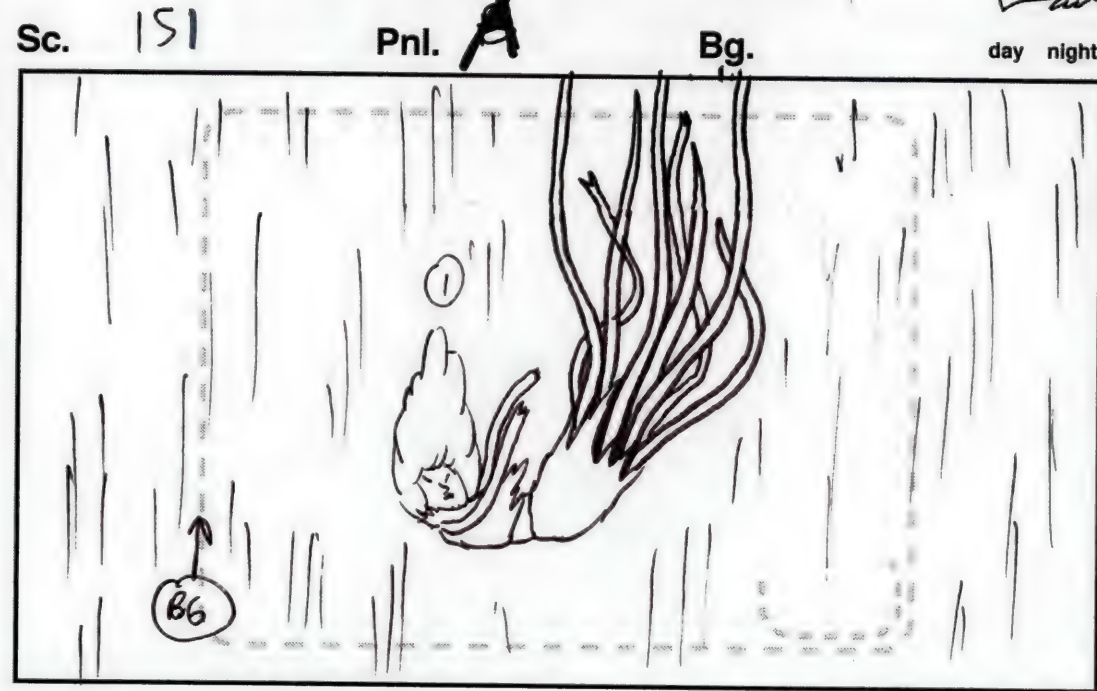
Timing:


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Production:

ADVENTURE TIME



Dialog:		
Action:		Tentacles shrink
Timing:		

MARGLES : WHU -

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EPISODE #

Production:

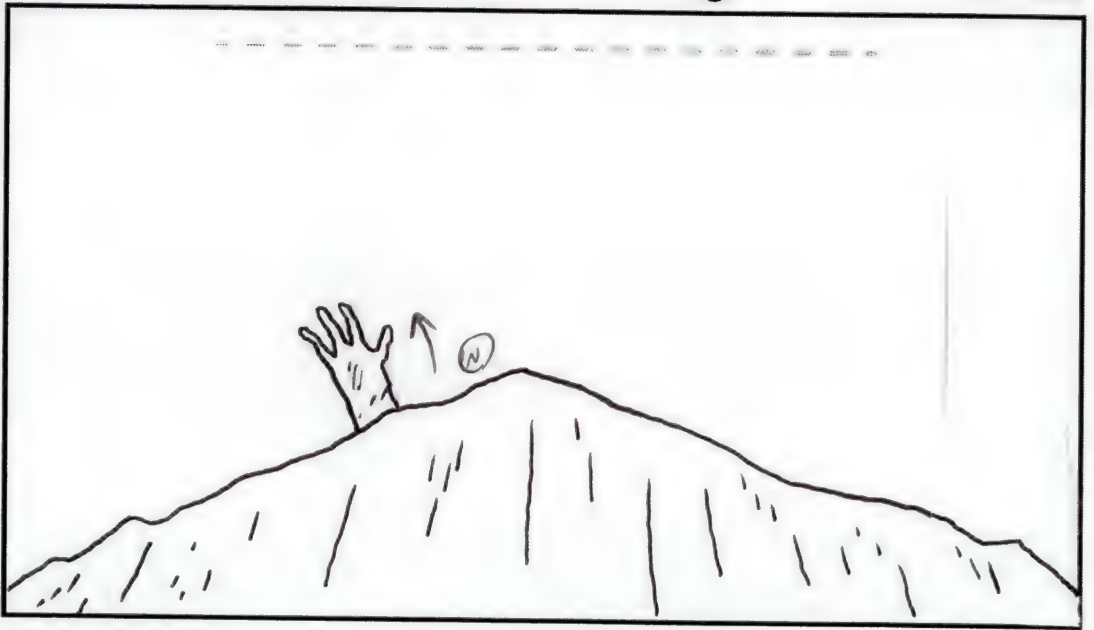
ADVENTURE TIME



Sc. 152 Pnl. A Bg. day night



Sc. 152 cont Pnl. B Bg. day night



Dialog:

Action: -MM'S HAND REACHES ON/S

Timing:

SEP 18 2014

EPISODE #

Production:

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1025/197

1025/197

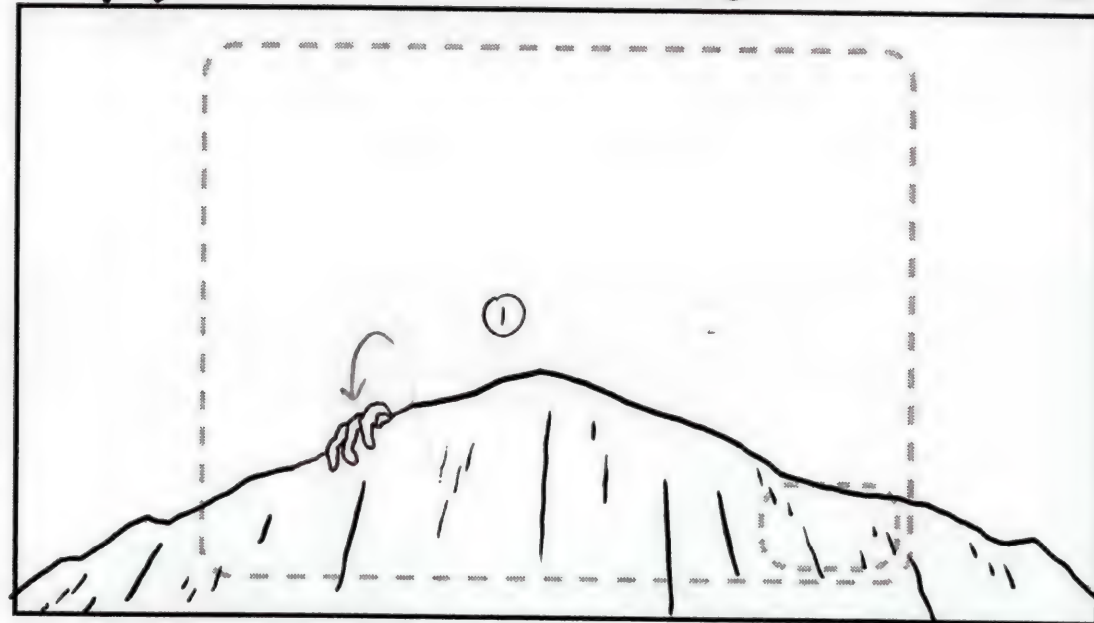
ADVENTURE TIME



Sc. *152 CONT* Pnl. *C*

Bg.

day night



Sc. *152 CONT* Pnl. *D*

Bg.

day night



Dialog: *Magician/ UNH!*

Action: *pulls himself to edge of cliff*

Timing:



MM/ UHNGH!

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Production:

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1025/197

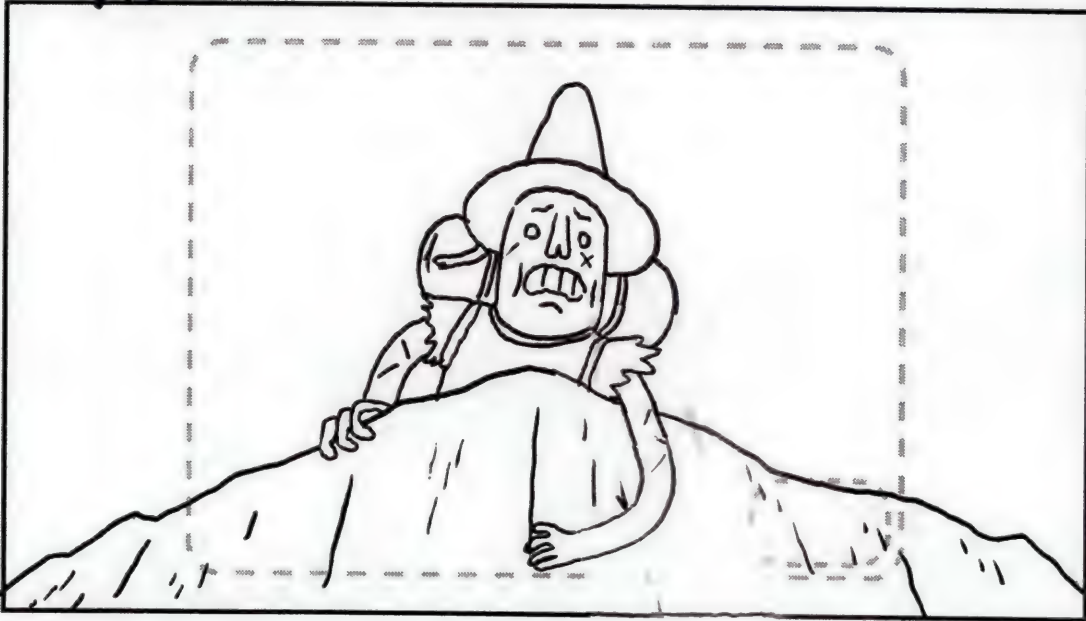
ADVENTURE TIME



Sc. 152 cont Pnl. E

Bg.

day night



Sc. 152 cont Pnl. F

Bg.

day night



Dialog:

Betty / OOMPH!

Action:

magi'c man reaches
out hand

- Betty's head suddenly pops into Magi'c
Man's clothing

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Timing:

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Production:

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ADVENTURE TIME



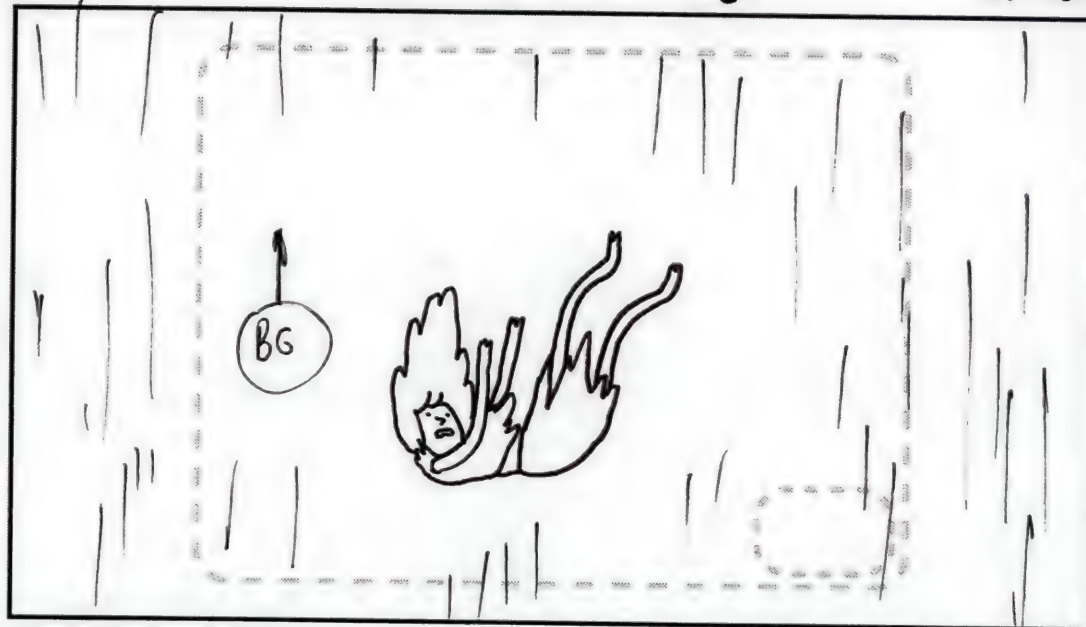
Page 173

Sc. 153

Pnl. A

Bg.

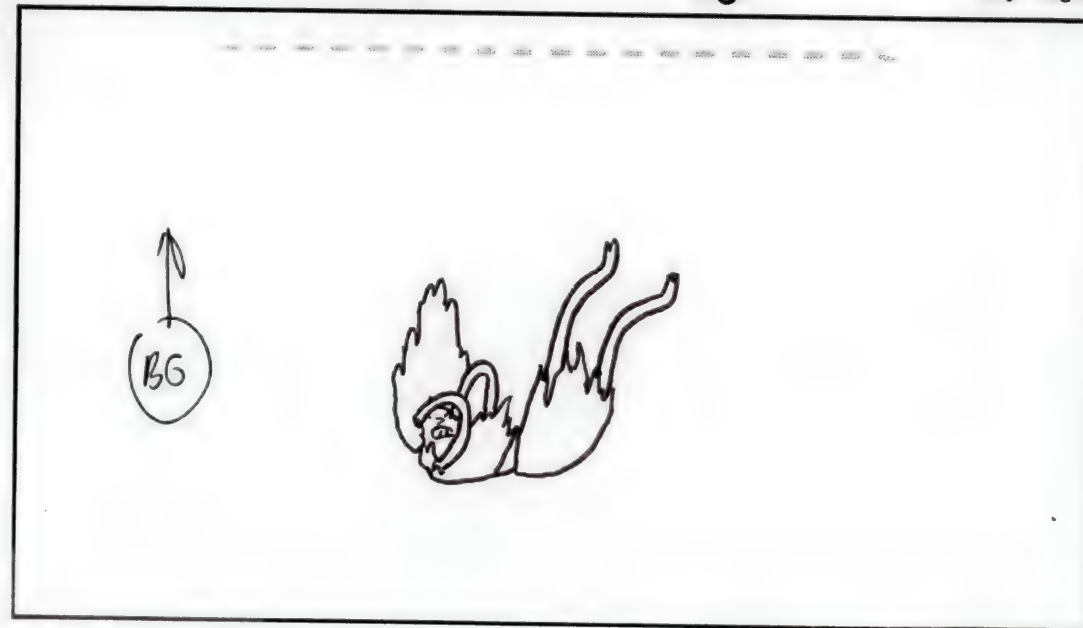
day night



Sc. 153 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- Betty pulls off Margles mask

MARGLES : [GRUNT]



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ADVENTURE TIME

Sc. 154

Pnl. A

Bg.

day night

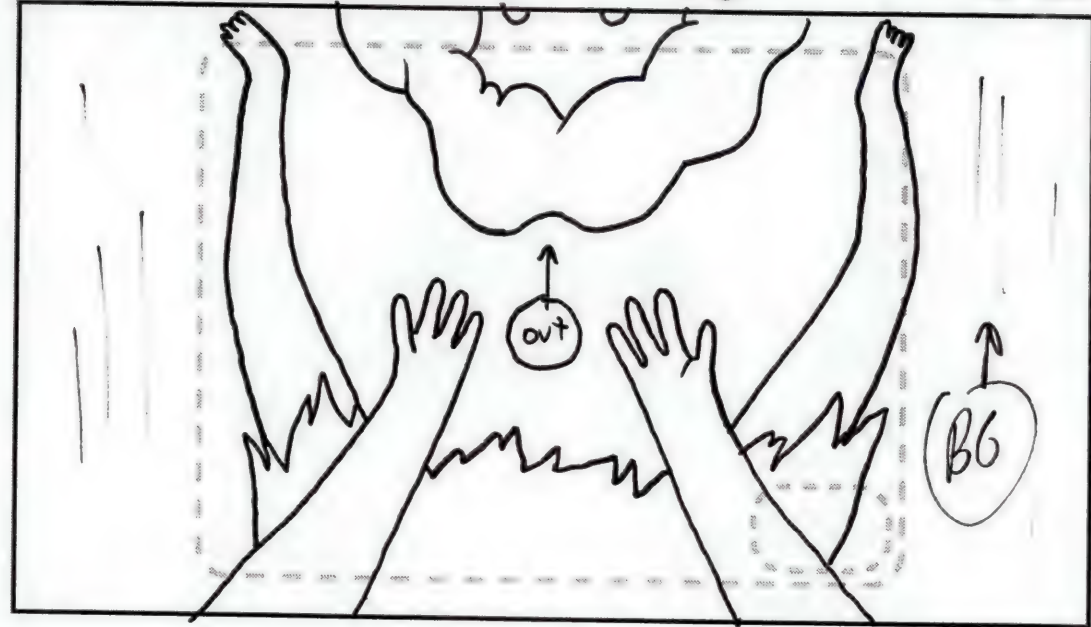


Sc. 154 cont

Pnl. B

Bg.

day night



Dialog:

Action: (mask whipping in the wind)

Timing:



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- BETTY LETS GO of MASK
- MASK FLIES UPWARD OFF/S.

Production:

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ADVENTURE TIME

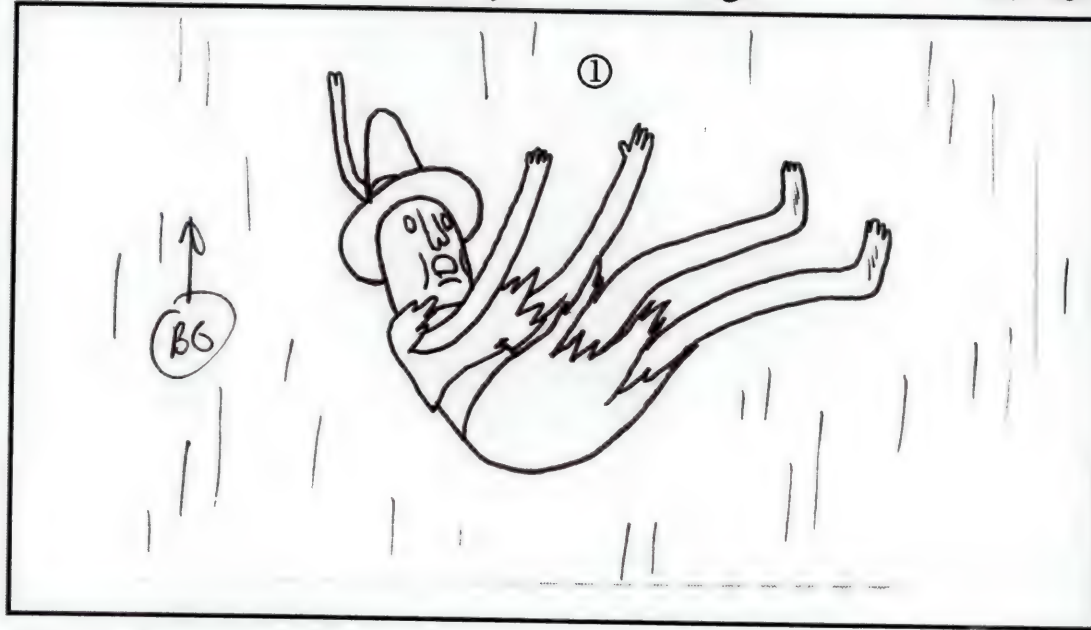


Sc. **155**

Pnl. **A**

Bg.

day night



Sc. **155 cont**

Pnl. **B**

Bg.

Page **175**
day night



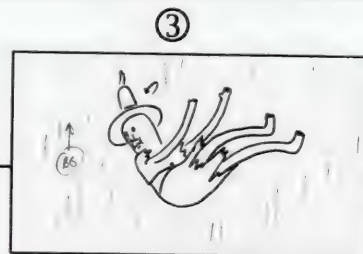
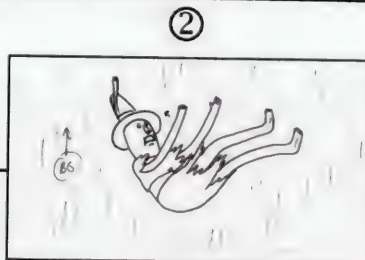
Dialog: Magic Man/ wait, what's happening...

MM/ AGHHH!!

Action:
- BETTY NOW HAS MAGIC MAN'S HEAD.

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Timing:



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Production:

ADVENTURE TIME

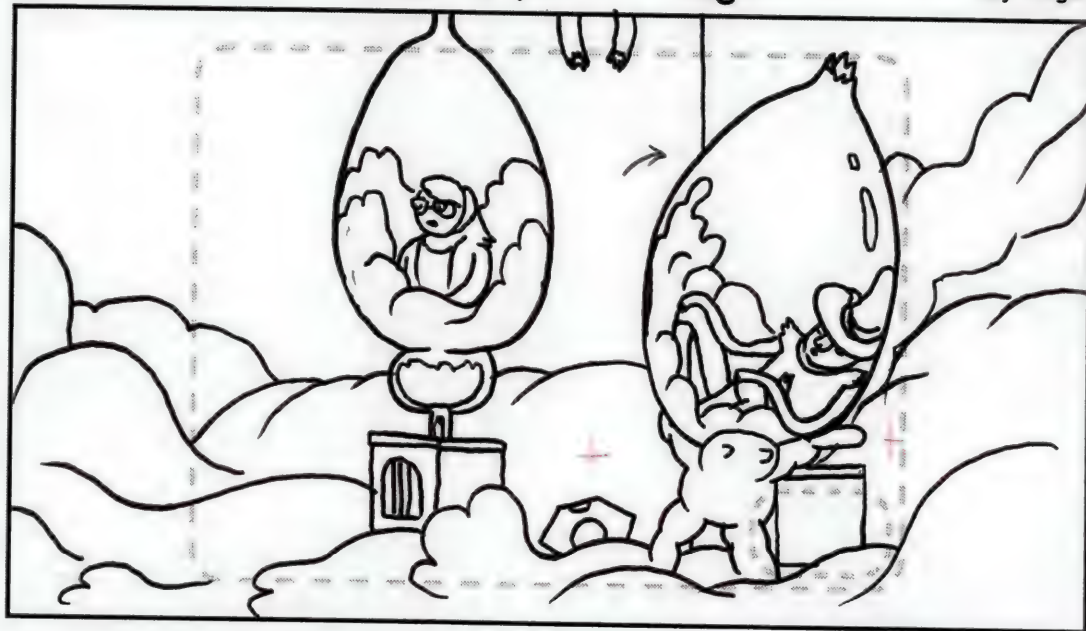


Sc. 156

Pnl. A

Bg.

day night

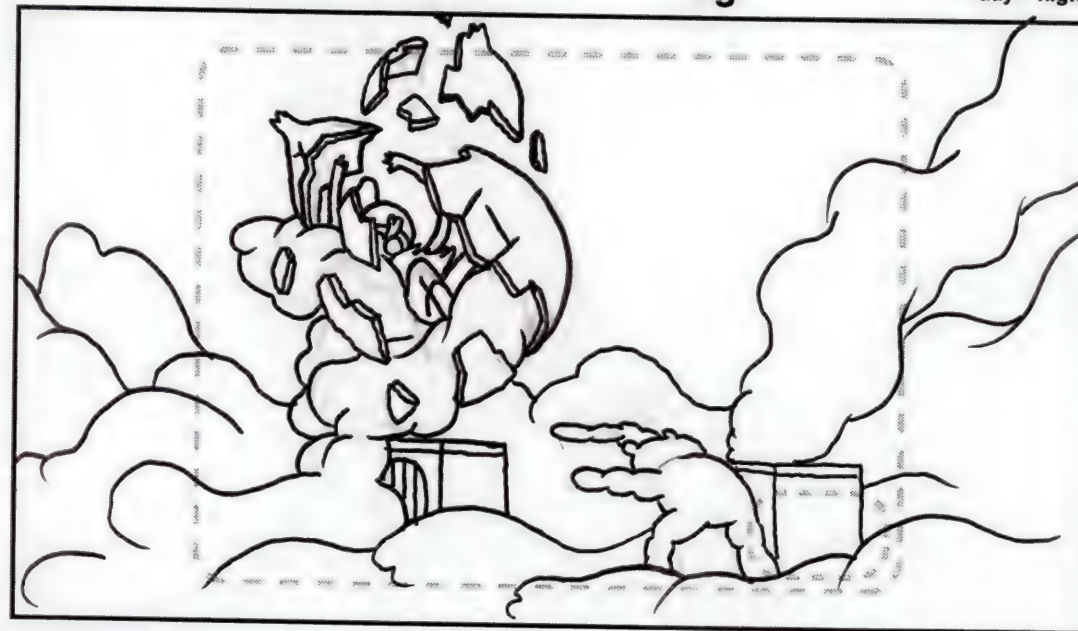


Sc. 156 *cont*

Pnl. B

Bg.

day night



Dialog:

Finn/ RAAA!!

Action:

- BREAD FINN HEFTS
MAGIC MAN'S CHAMBER.

Timing:



SMASH

- FINN TOJSES
MM'S CHAMBER
AT BETTY'S CHAMBER

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Sc. **156 CONT** Pnl. **C**

Bg.

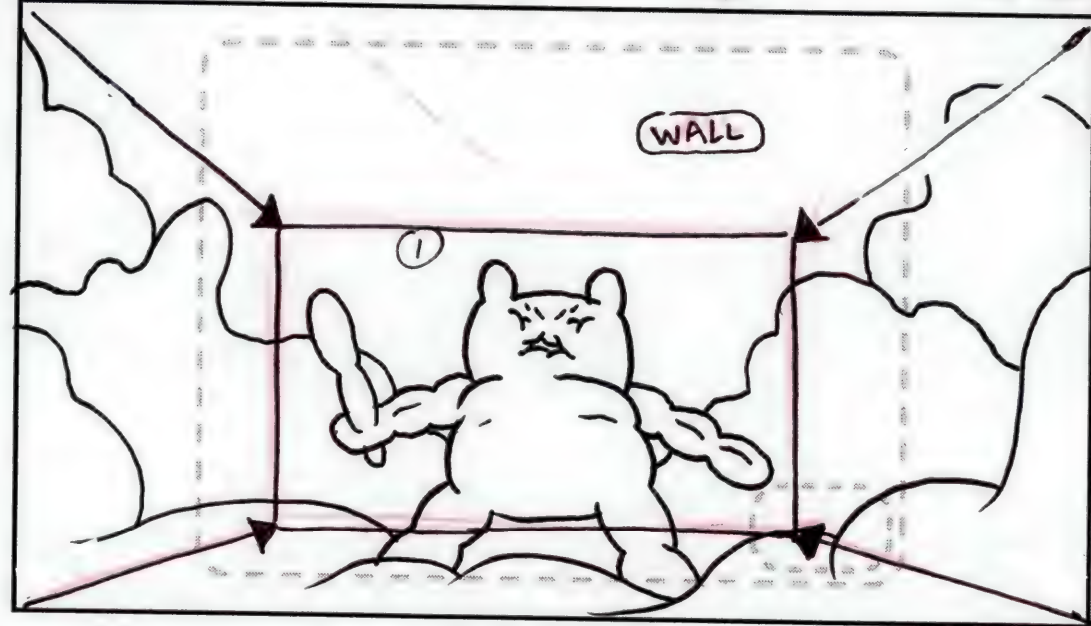
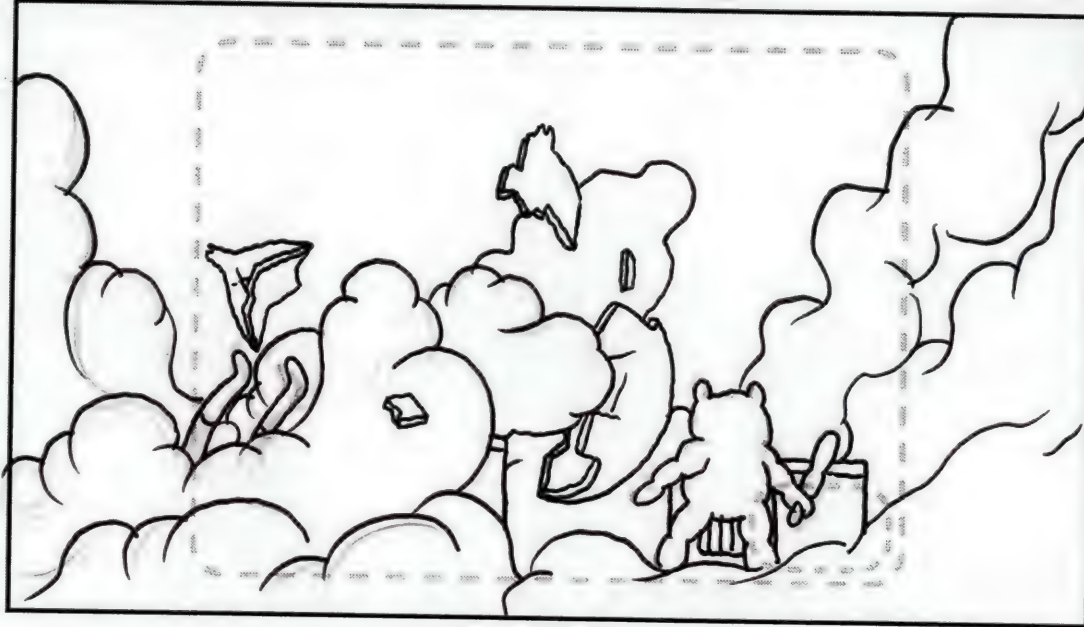
day night

Sc. **157**

Pnl. **A**

Bg.

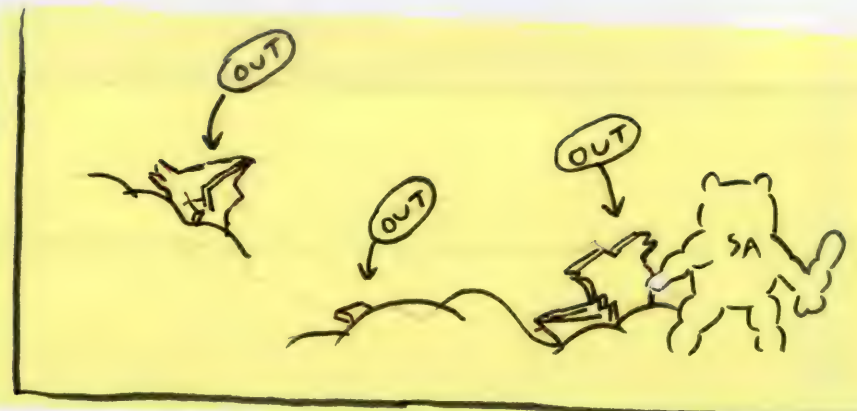
Page **177**
day night



Dialog:

Action:
-BETTY + MM FAL
INTO SMOKE.

Timing:



Bread Finn/ (Heavy breathing)

Truck in



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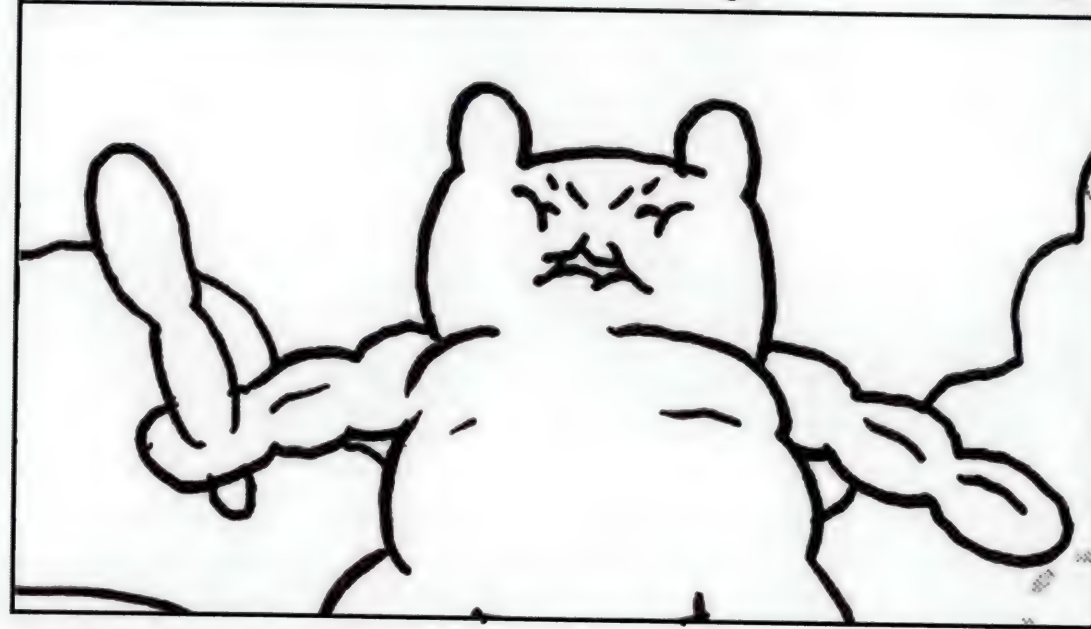


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Sc. 157 CONT Pnl. B

Bg.

day night

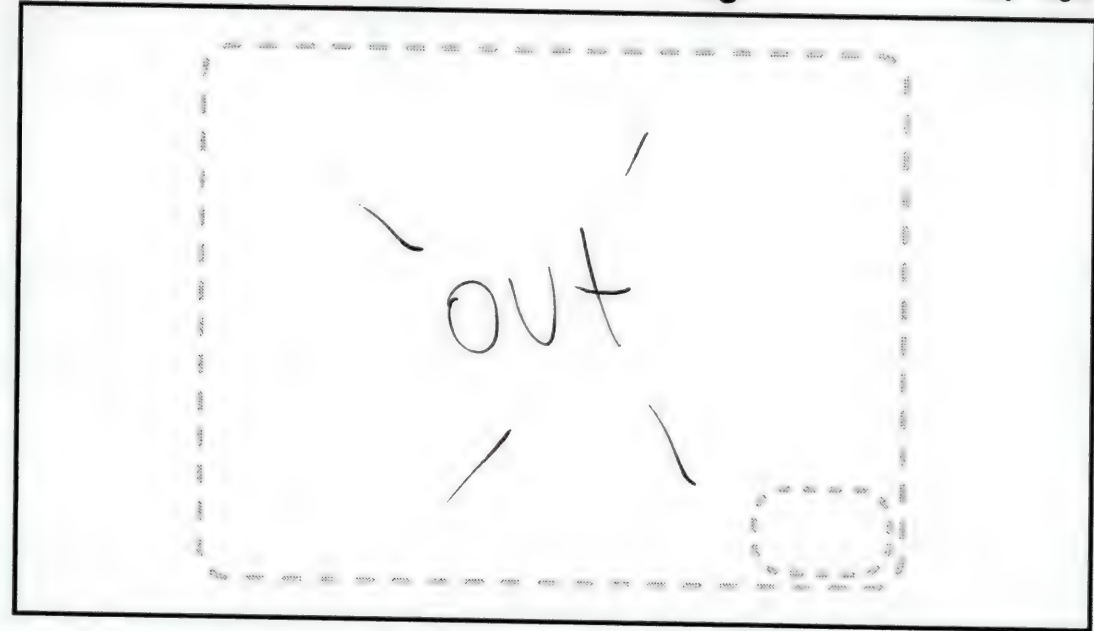


Sc.

Pnl.

Bg.

day night



Dialog: Bread Finn / (Heavy breathing)

Action: end truck in

Timing:

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ADVENTURE TIME



Sc. 158

Pnl. A

Bg.

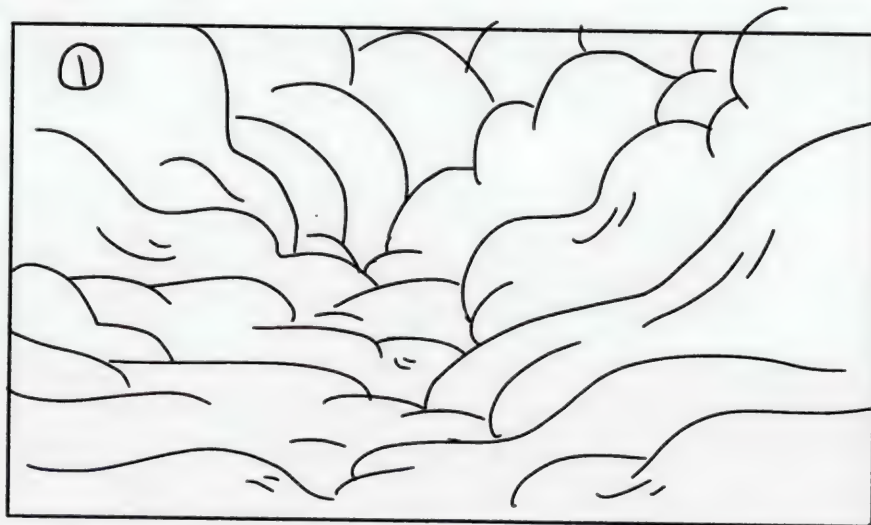
day night



Dialog: MM: ungh!

Action:

Timing:



Sc. 159

Pnl. A

Bg.

day night



magic Man/ woof! what the-

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-MM REGAINS
CONSCIOUSNESS.



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Production:

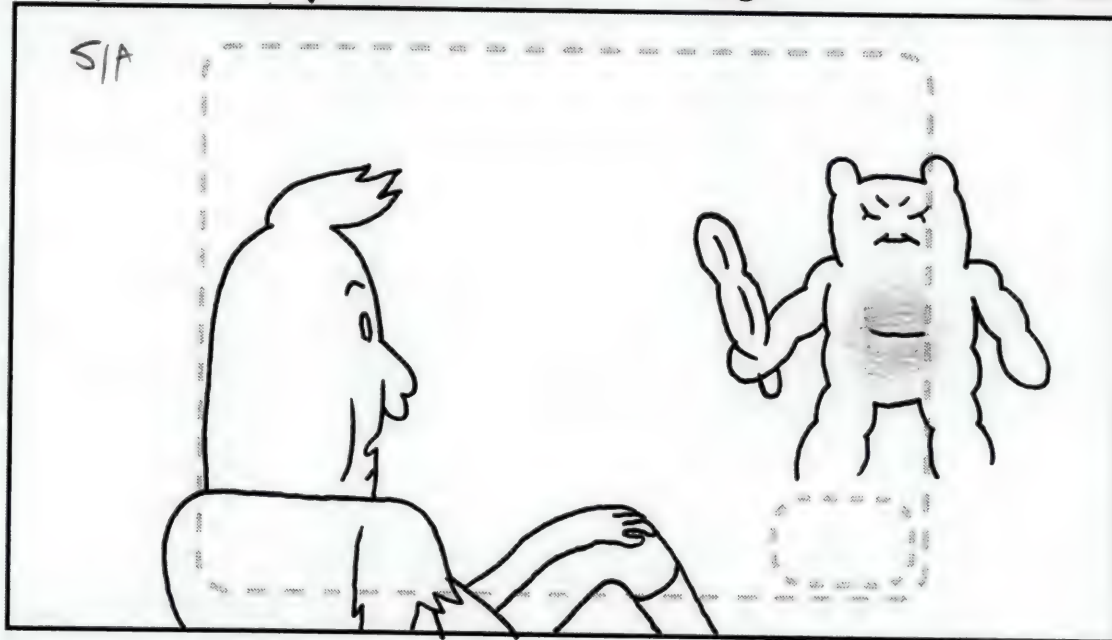
ADVENTURE TIME



Sc. **159 CONT** Pnl. **B**

Bg.

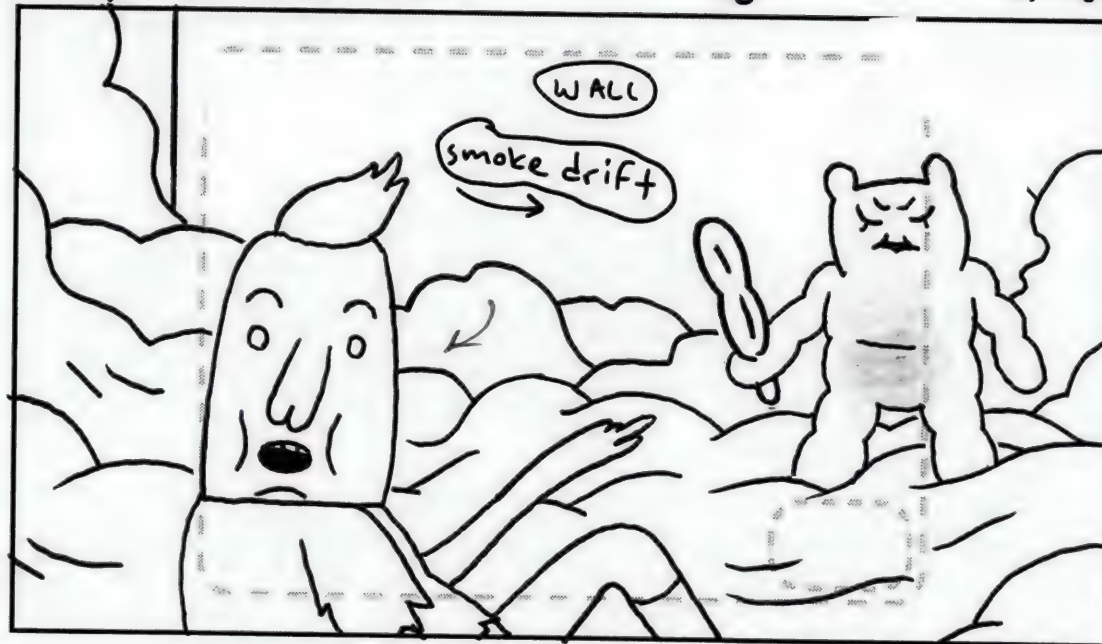
day night



Sc. **159 CONT** Pnl. **C**

Bg.

day night



Dialog: Magic Man/ Oh look, the bread's alive!

Magic Man/ Betty you see...

Action:

Timing:

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ADVENTURE TIME

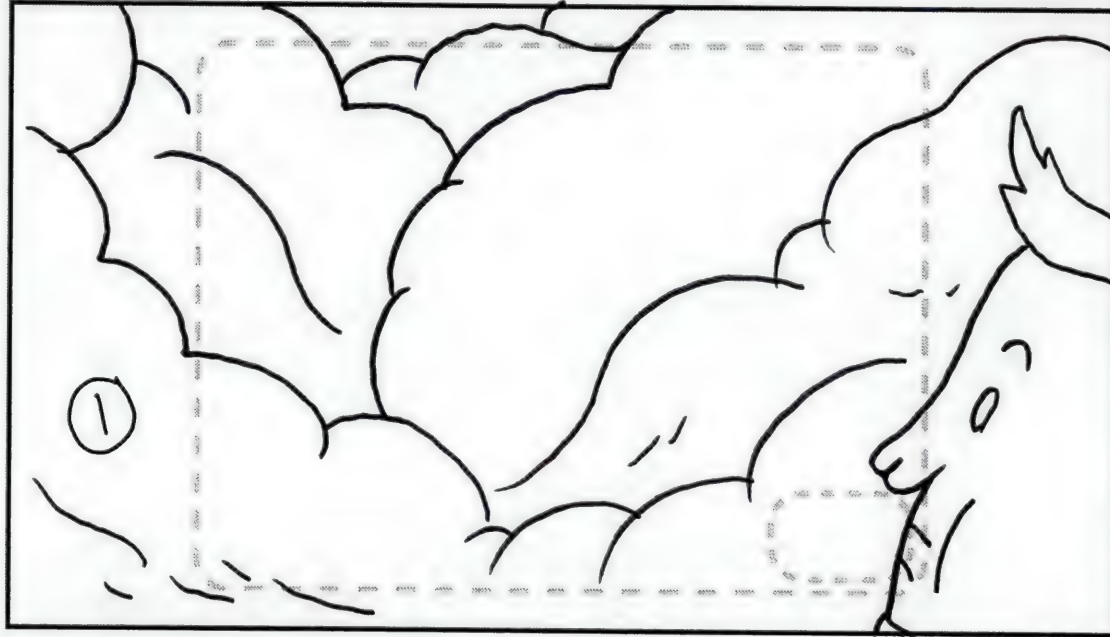


Sc. 160

Pnl. A

Bg.

day night



Sc. 160 cont. Pnl. B

Bg.

Page 181
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day night



Dialog:

Betty / I see a crab emerging from a dark pool

Action:

Timing



② magic man / oh yeah?

- SMOKE CLEARS REVEALING
MAGIC BETTY.

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182 NEXT
day night

Sc. 160A

Pnl. A

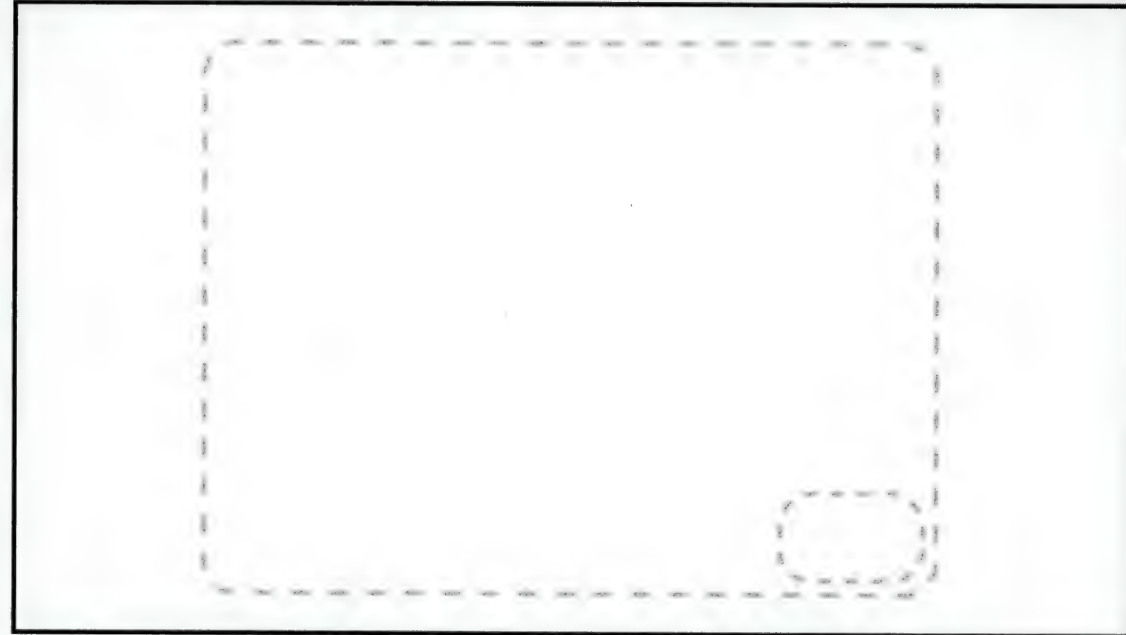
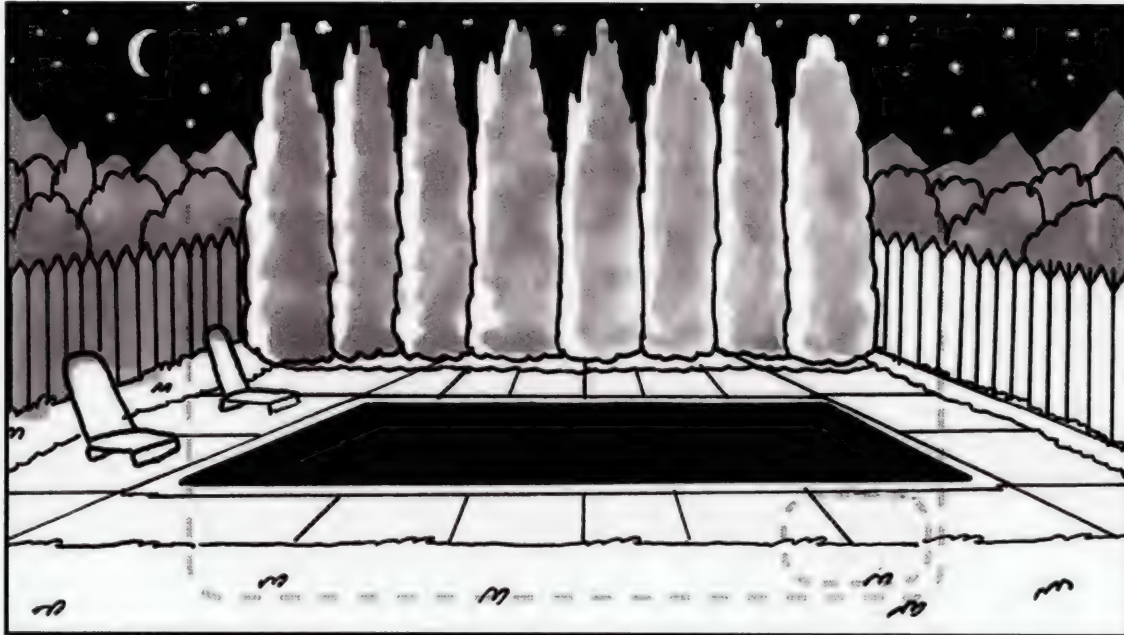
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

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Timing:

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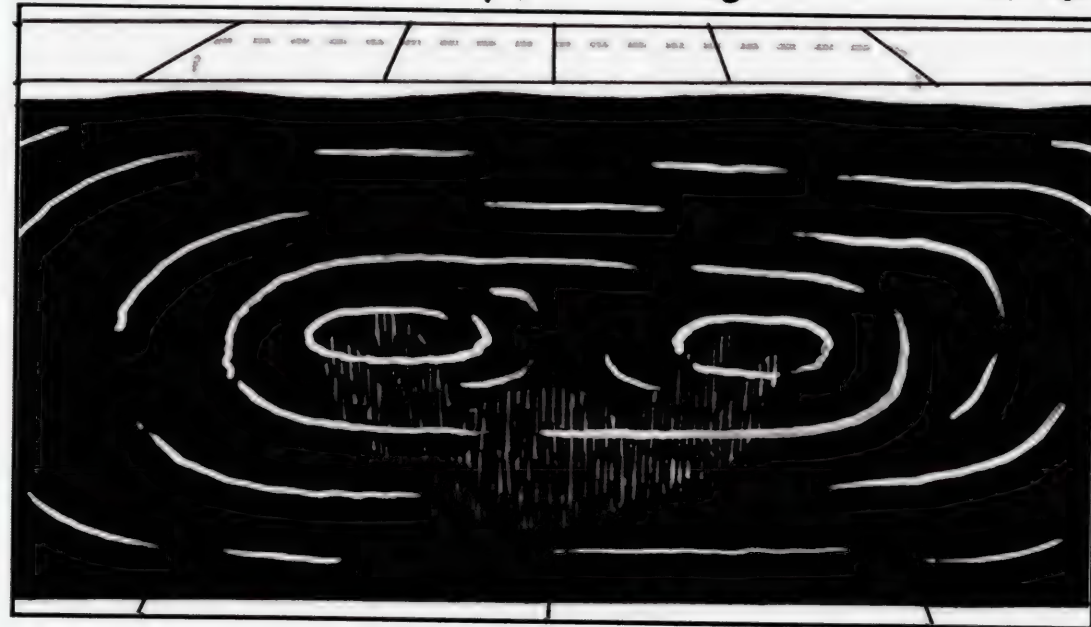
ADVENTURE TIME

Sc. 161

Pnl. A

Bg.

day night

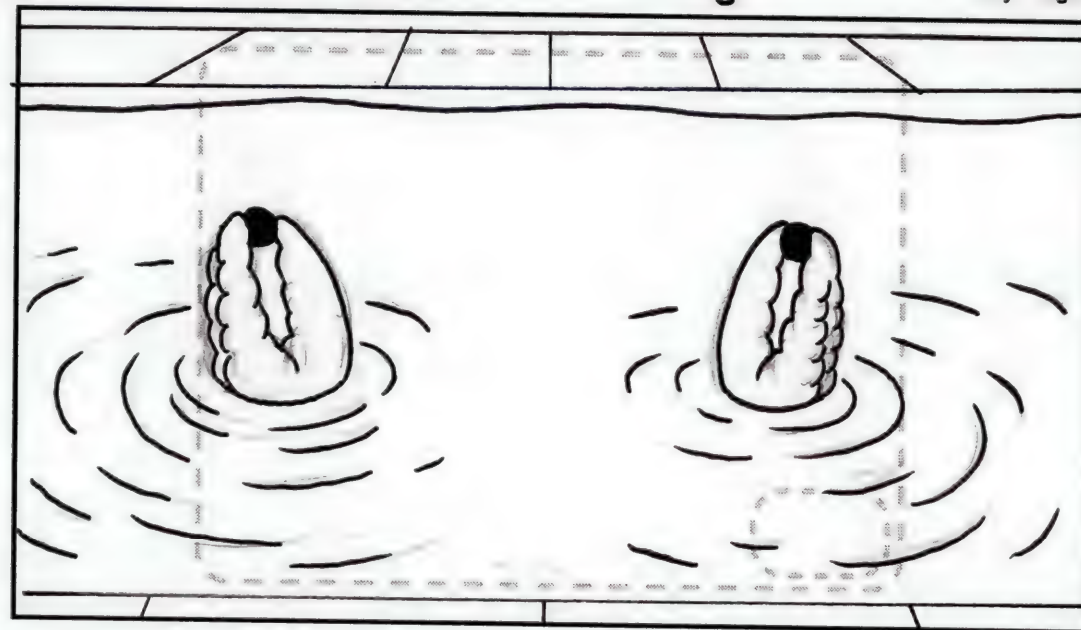


Sc. 161 CONT

Pnl. B

Bg.

day night



Dialog:

Magic Man/(OS) What does the crab say?

Action:

(claws come out of the water)

Timing:

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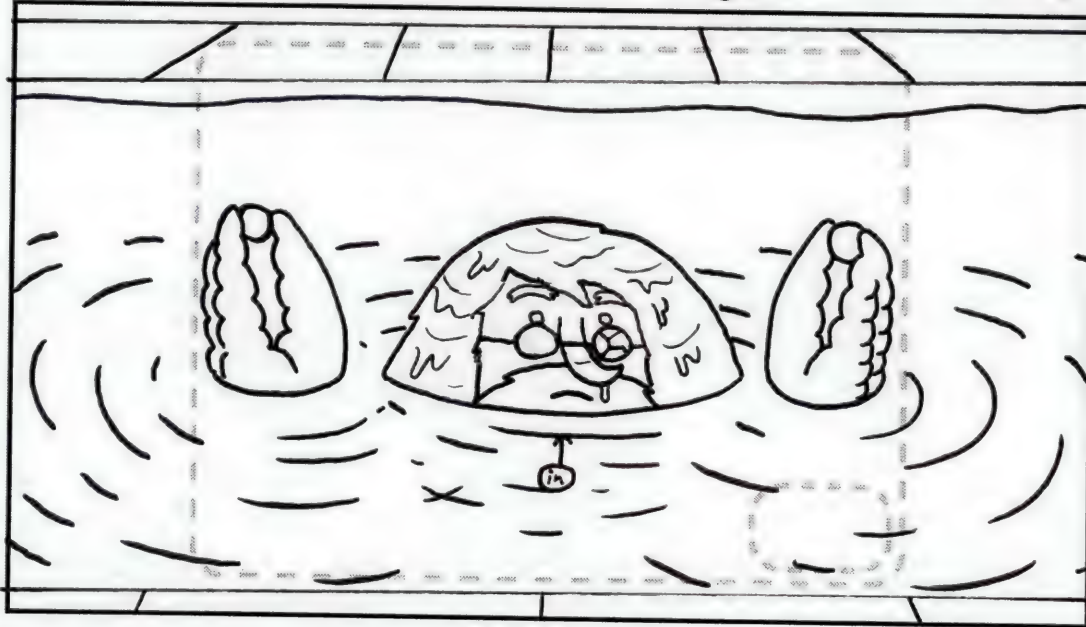
ADVENTURE TIME



Sc. 161 CONT Pnl. C

Bg.

day night

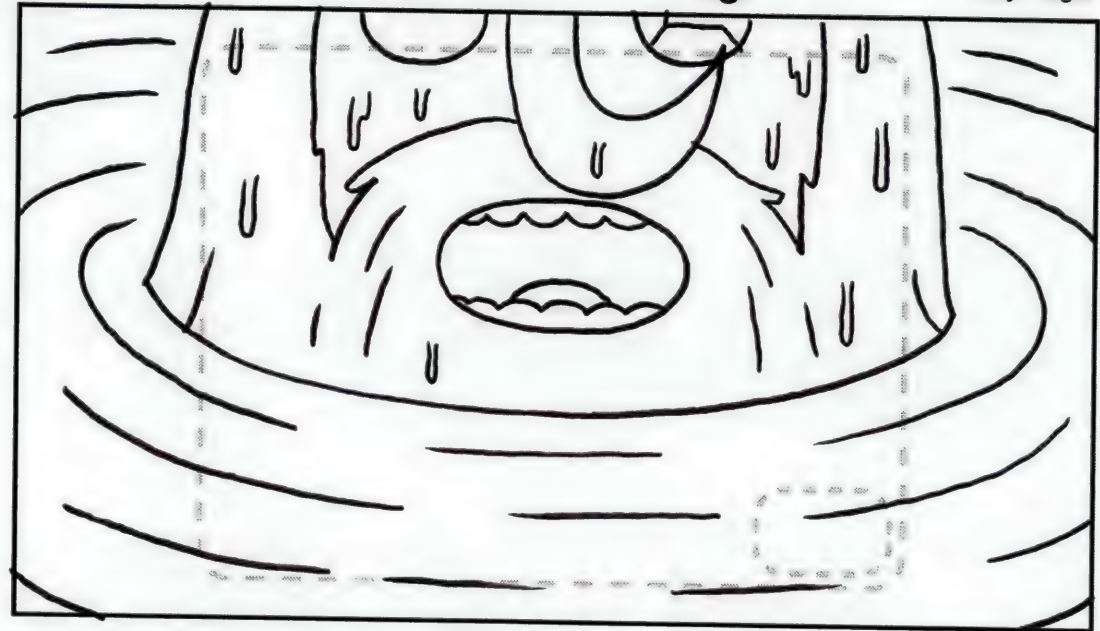


Sc. 162

Pnl. A

Bg.

day night



Dialog:

(simon silently mouths a phrase)
"You forgot your floaties"

(maybe it appears as subtitles?)

Action:

- SIMON HEAD EMERGES FROM WATER.

Timing:

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Production:

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ADVENTURE TIME



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Pnl. **A**

Bg.

day night

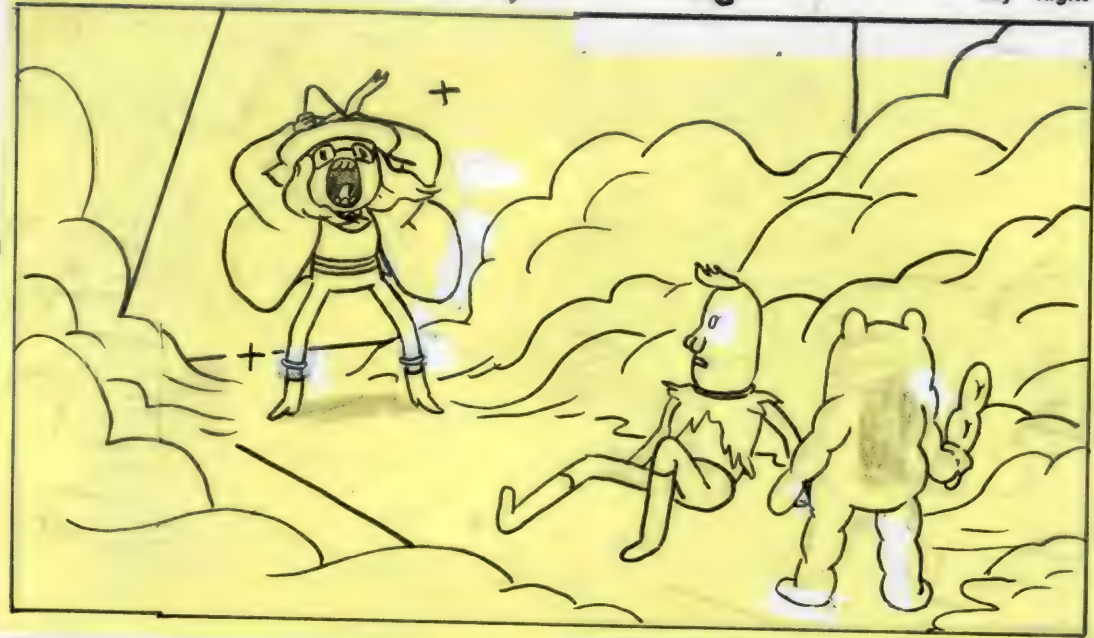


Sc. **164**

Pnl. **A**

Bg.

day night



Dialog:

Betty / Screams turns to laughing]

Action:

Timing:



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Betty / LATERS!

- BETTY TELPORTS AWAY.

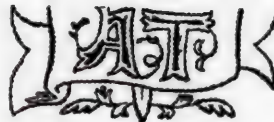
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1025/197

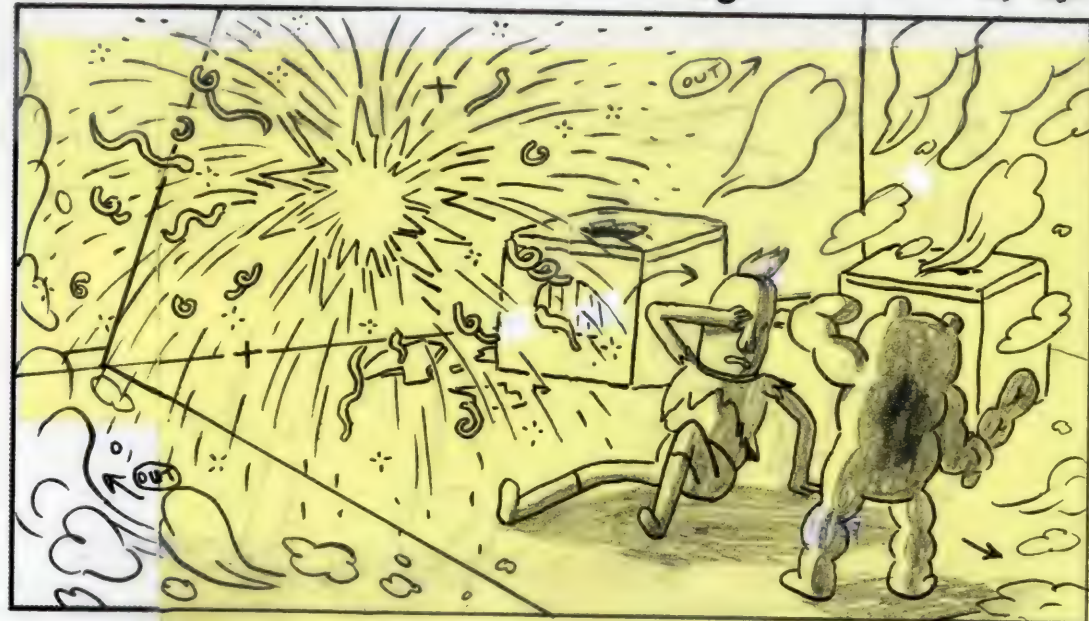
ADVENTURE TIME



Sc. 164 CONT Pnl. B

Bg.

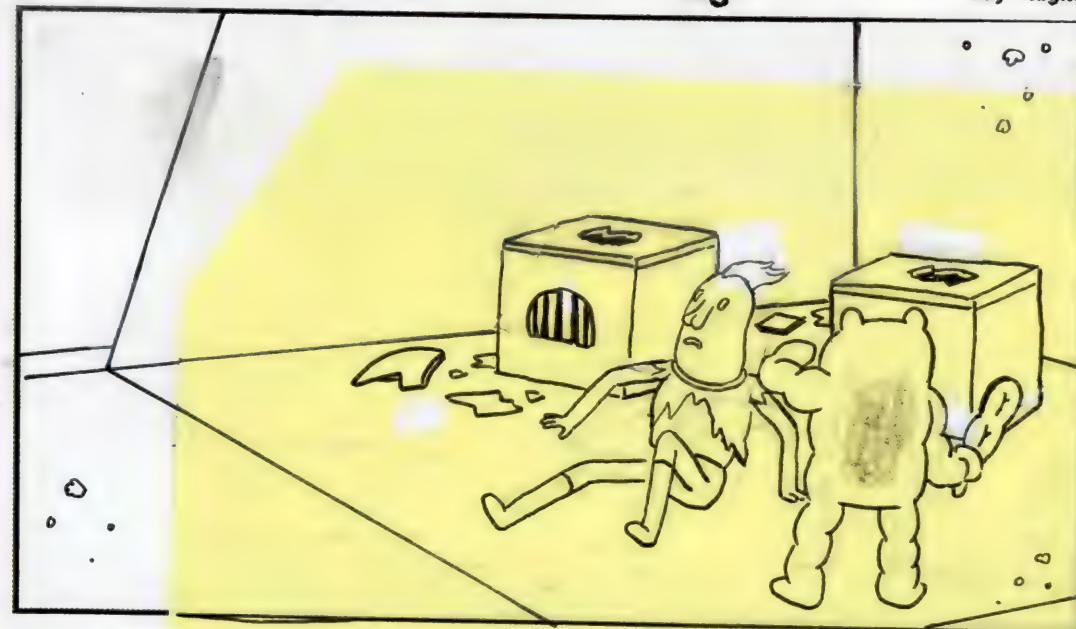
day night



Sc. 164 CONT Pnl. C

Bg.

day night



Dialog:

SFX:

BOOM

Action:

Fireworks

Timing:

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EPISODE #

Production:

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ADVENTURE TIME

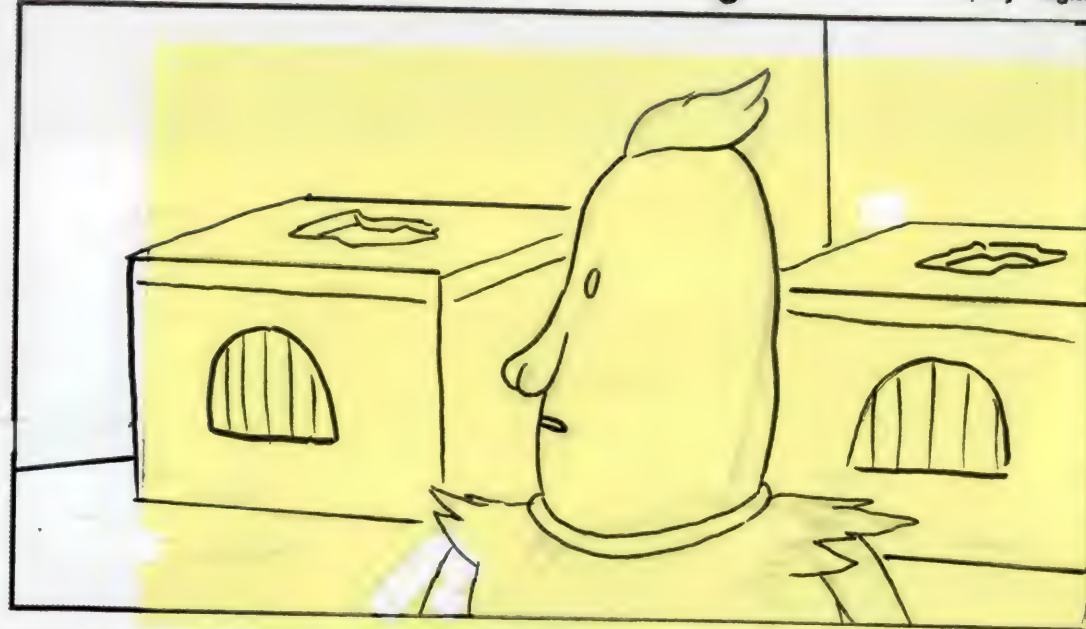


Sc. 165

Pnl. A

Bg.

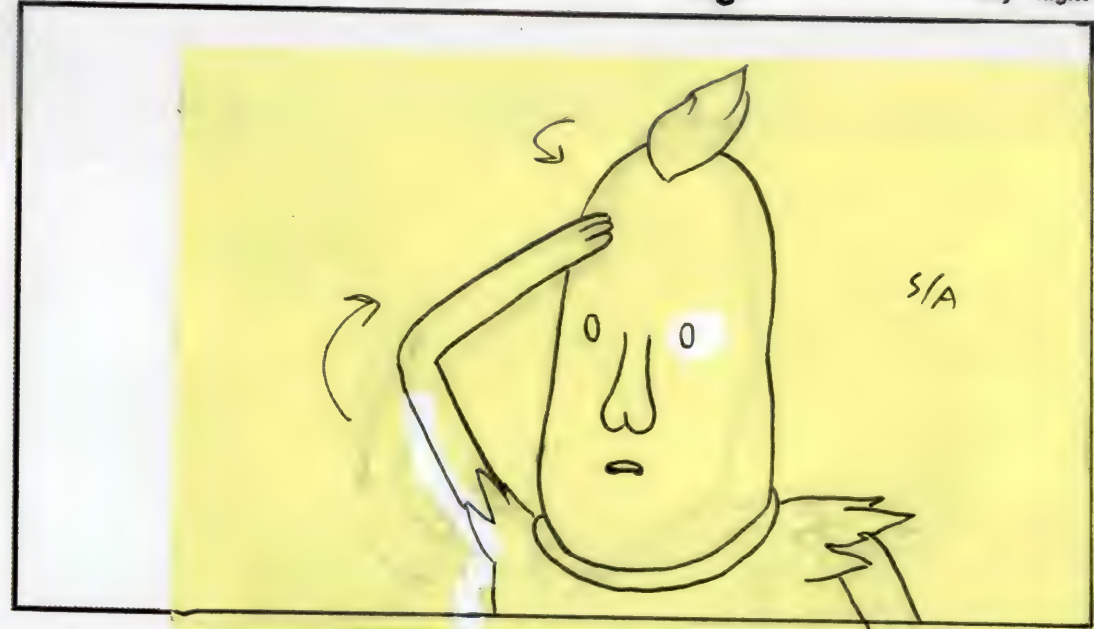
day night



Sc. 165 *cont* Pnl. B

Bg.

day night



Page 186

Dialog:

mm/ woah

Action:

mm/ my ~~heart~~ is gone.
Sadness

And my ma-

SEP 18 2014

Timing:

EPISODE #

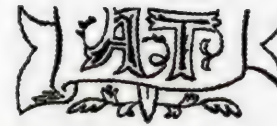
Production:

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1025/197

1025/197

ADVENTURE TIME



Sc. **165 CONT** Pnl. **C**

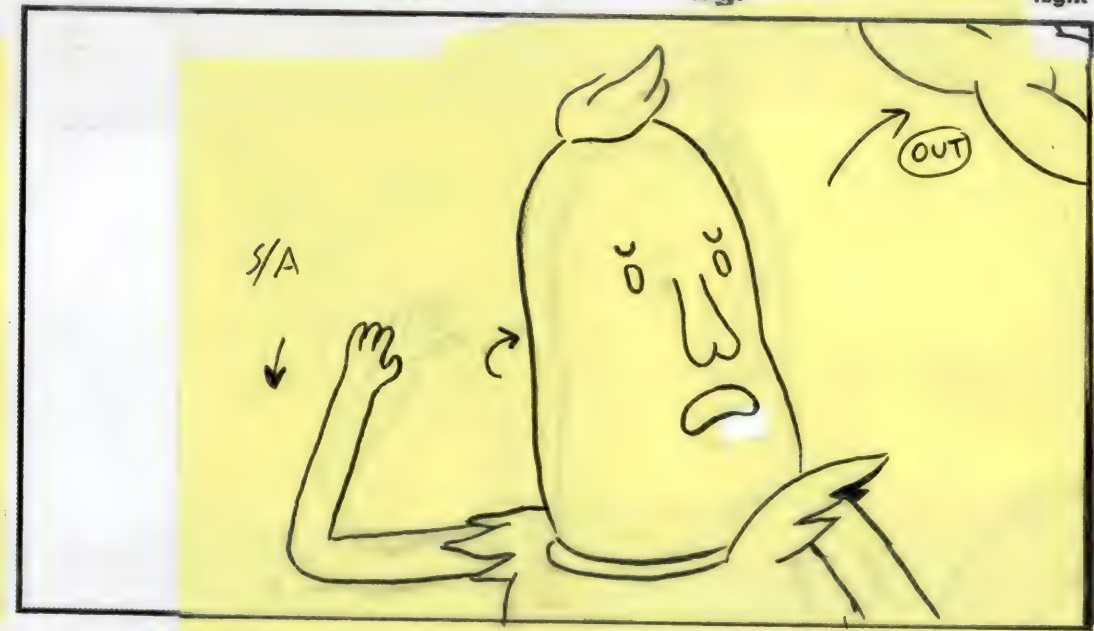
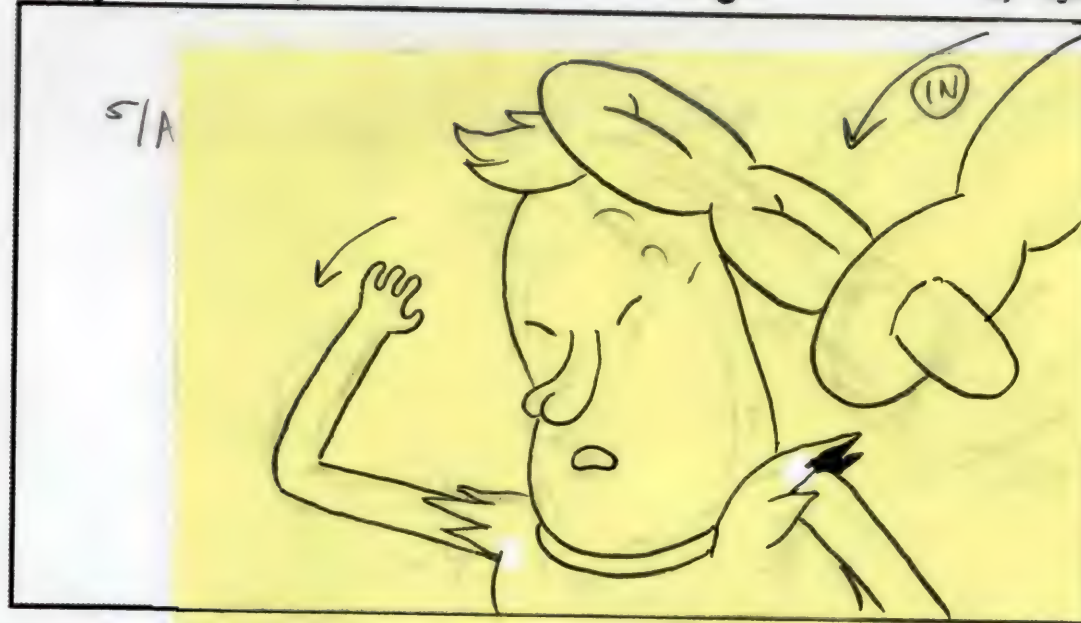
Bg.

day night

Sc. **165 CONT** Pnl. **D**

Bg.

Page **187** night



Dialog:

SFX. **≡ BOP ≡**

mm / Hey!

Action:

mm / OW!

-BREAD FINN BOPS
MAGIC MAN.

Timing:

SEP 18 2014

EPISODE #

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Production:

1025/197

ADVENTURE TIME



Sc. 166

Pnl. A

Bg.

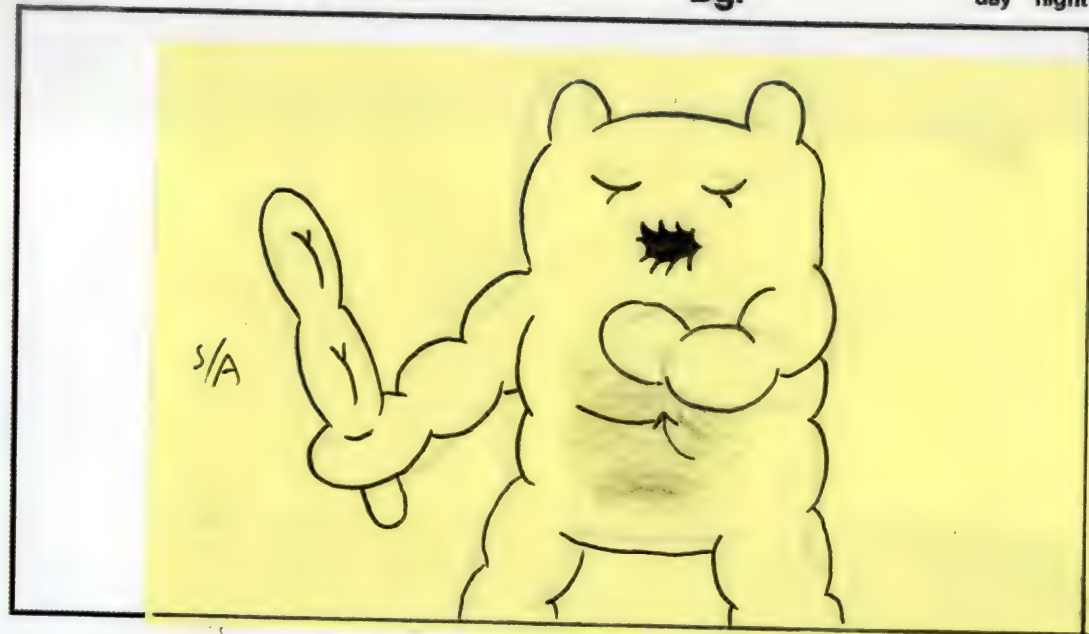
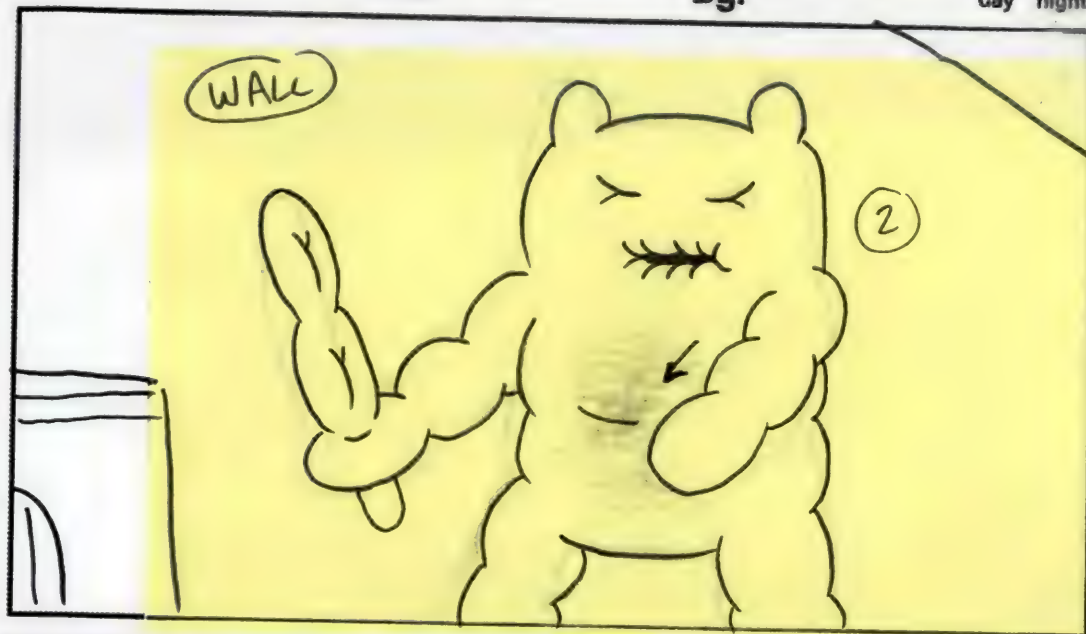
day night

Sc. 166 *cont* Pnl. B

Bg.

Page **188**

day night



BF / mvph
(me)

SEP 18 2011

EPISODE #

Production:

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1025/197

ADVENTURE TIME



Sc. 166CONT Pnl. C

Bg.

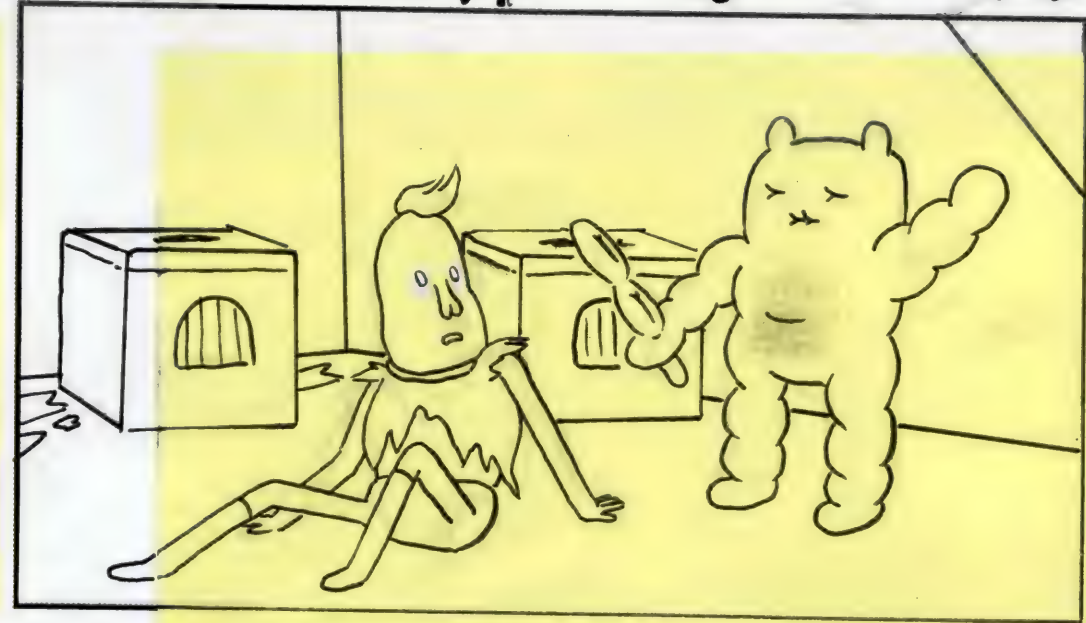
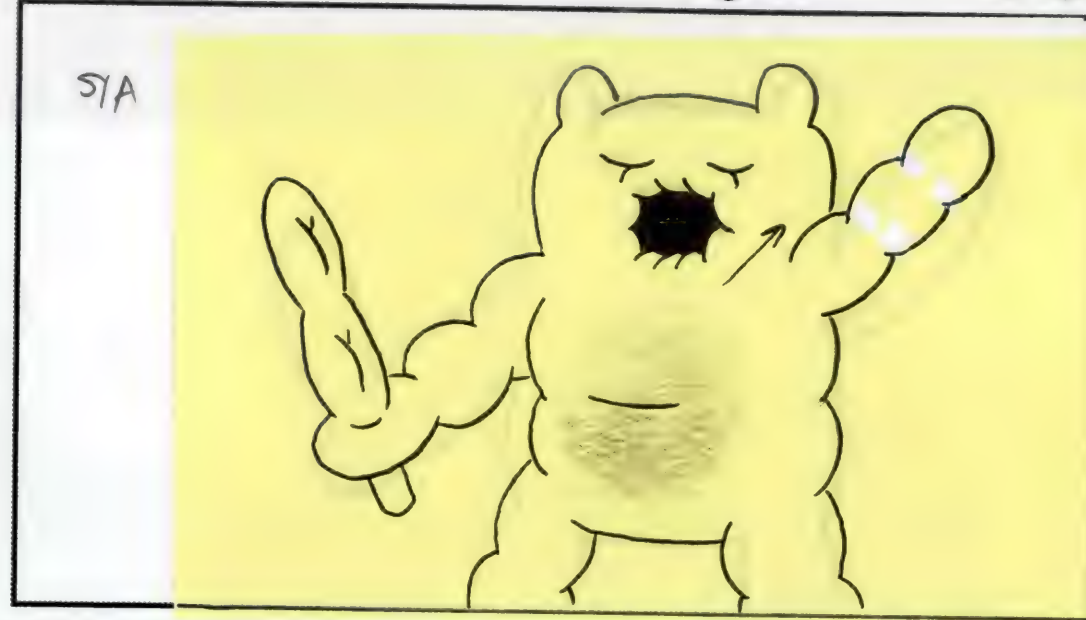
day night

Sc. 167

Pnl. A

Bg.

Page 189
day night



Dialog:

BF/MAPH!
(back!)

mm/do what?

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

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1025/197

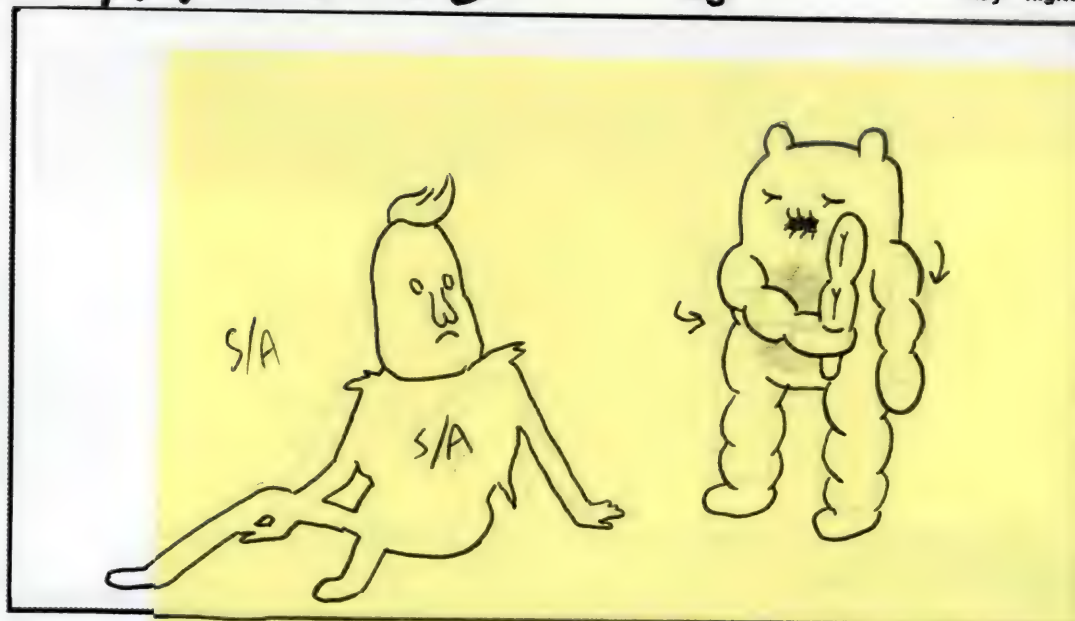


ADVENTURE TIME

Sc. 167 cont Pnl. B

Bg.

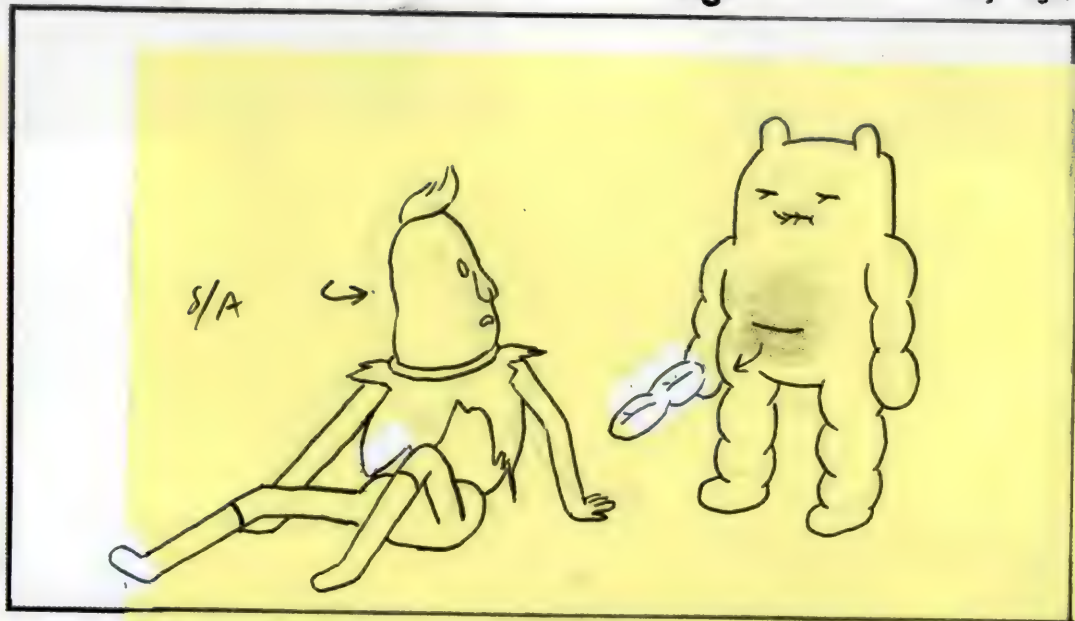
day night



Sc. 167 cont Pnl. C

Bg.

day night



Dialog:

BF / mvrn mvph maph.
(turn me back)

mm / "turn you back"?

Action:

Timing:

SEP 18 2011

EPISODE #

Production:

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1025/197

1025/197

ADVENTURE TIME



Sc. 167 CONT Pnl. D

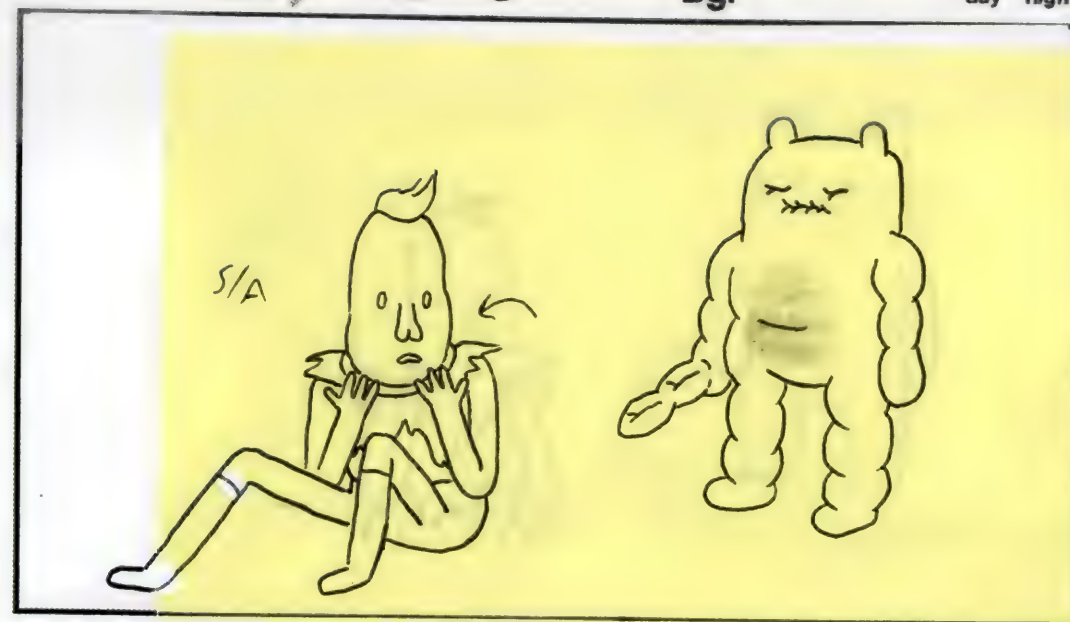
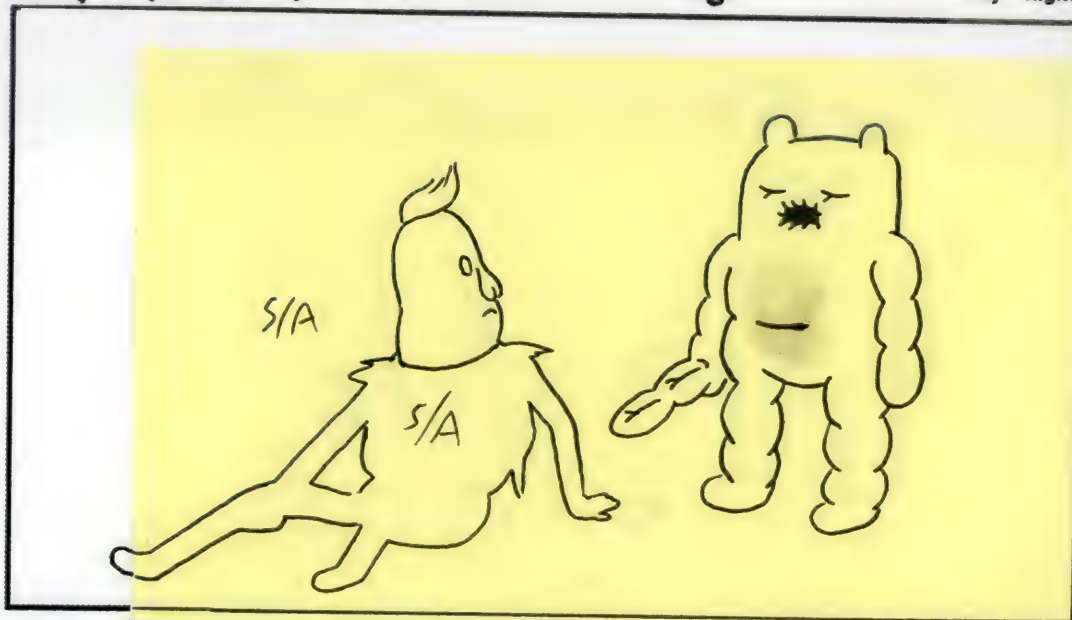
Bg.

day night

Sc. 167 CONT Pnl. E

Bg.

Page 191
day night



Dialog:

BF / MEPH.
(yes)

MM / I can't.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

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1025/197

ADVENTURE TIME

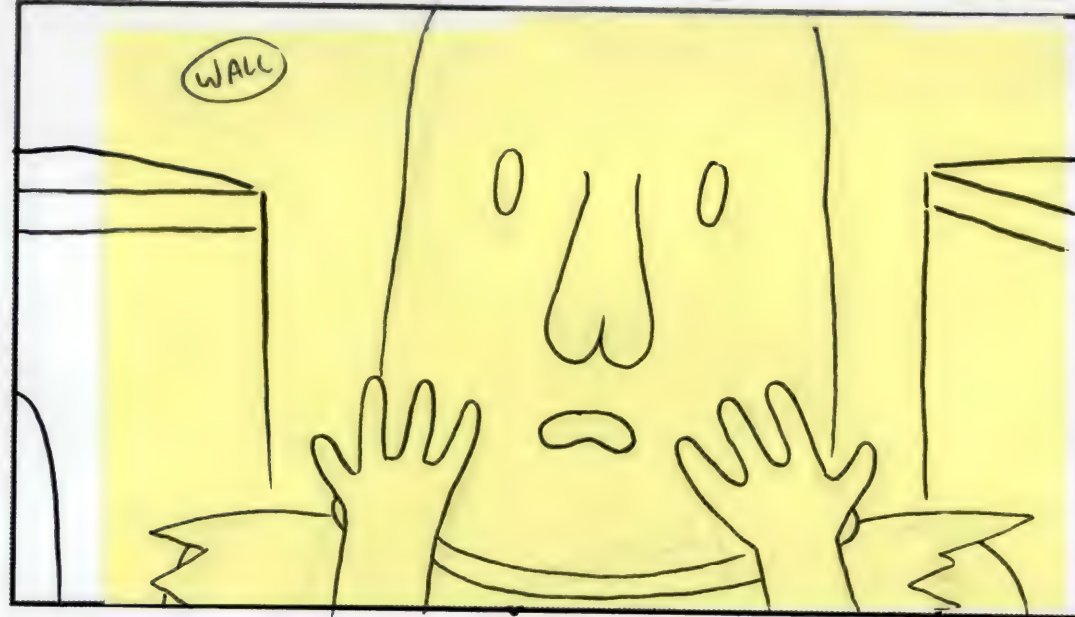


Sc. 168

Pnl. A

Bg.

day night

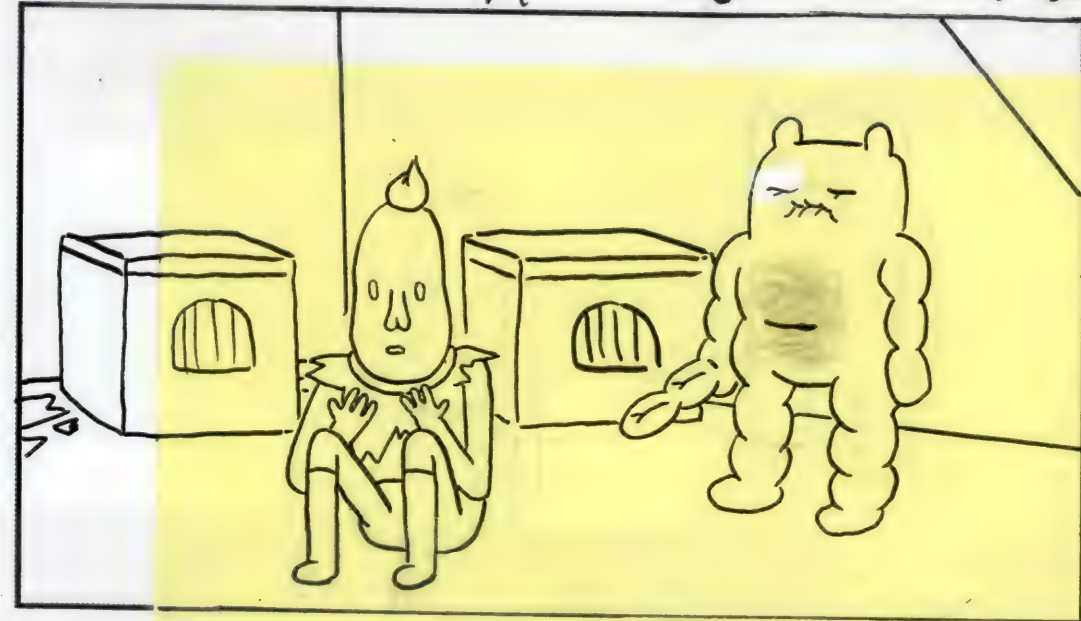


Sc. 169

Pnl. A

Bg.

Page 192
day night



Dialog:

mm/ I think I'm just a
NORMIE now.

Action:

Timing:

mm/maybe someone in Wizard
② city can help.



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Production:

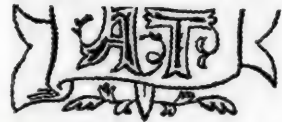
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1025/197

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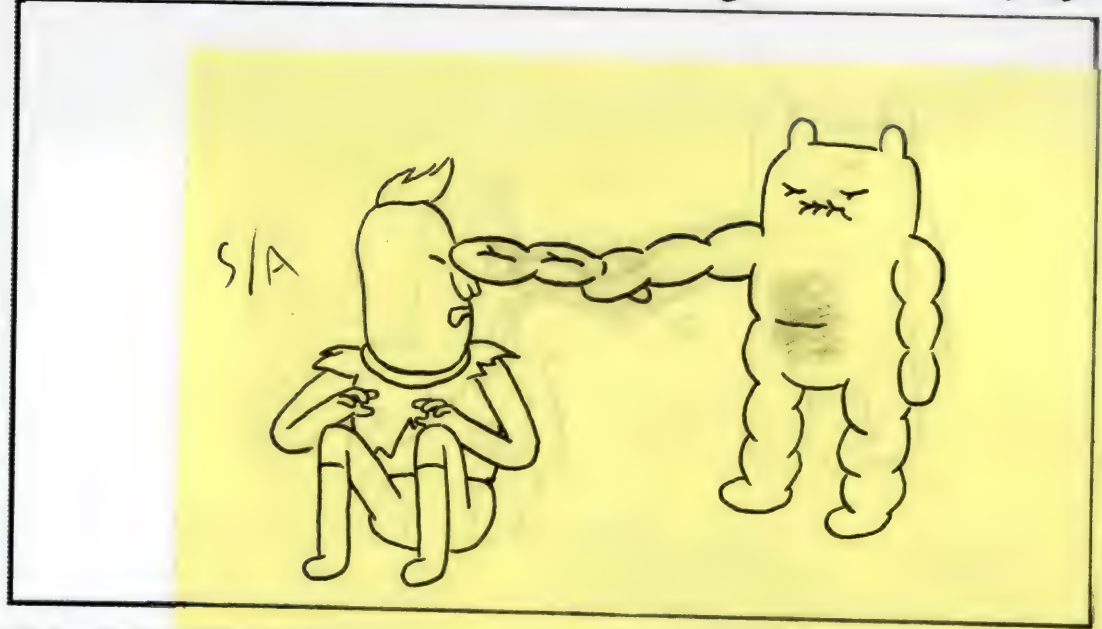
ADVENTURE TIME



Sc. 169 cont Pnl. B

Bg.

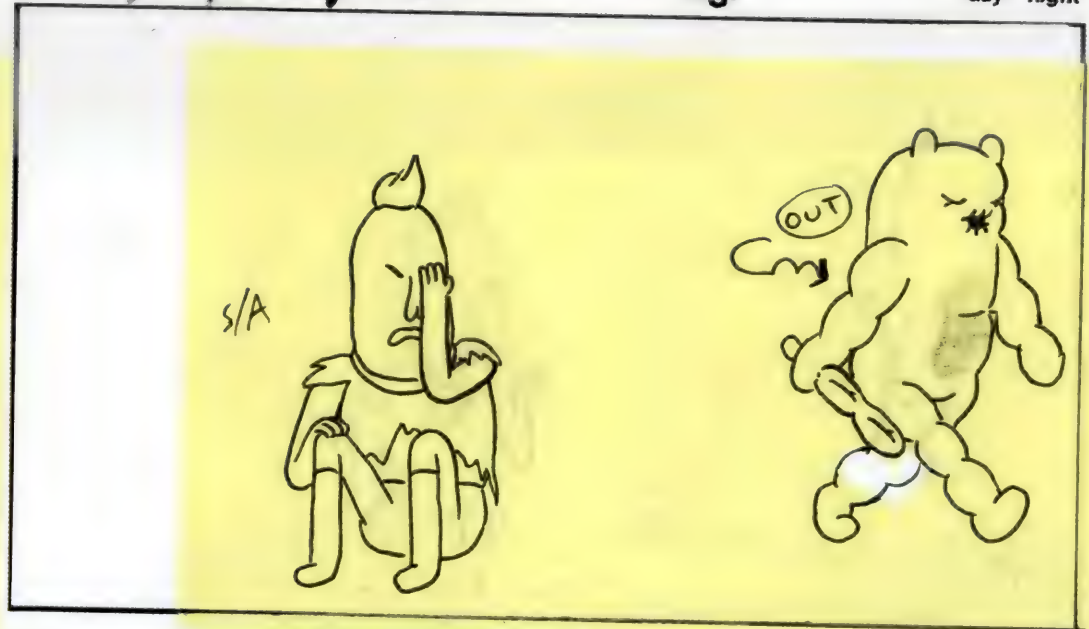
day night



Sc. 169 cont Pnl. C

Bg.

day night



Dialog:

SFX:

(POKE)

MM / OW!

Action:

-BF POKES MM. W/ BREAD SWORD.

F / maph m o h

(get stuffed)

-BF WALKS OFF/S

Timing:

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ADVENTURE TIME

Sc. 169 cont Pnl. D

Bg.

day night

Sc. 169 cont Pnl. E

Bg.

day night

Page 194



Dialog:

Action:

-MM HOLDS EYE.

Timing:



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-MM REACHES
OFF/S AND PULLS
UP GLOB'S
HELMET.

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ADVENTURE TIME



Sc. 169 CONT Pnl. F

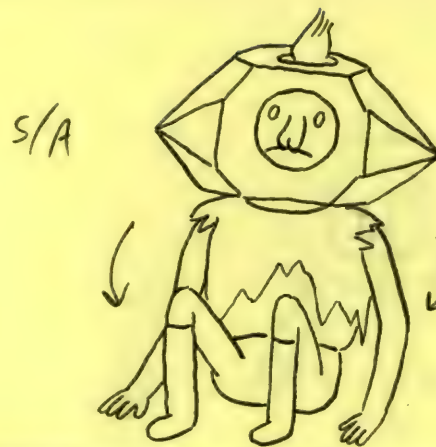
Bg.

day night

Sc. 169 CONT Pnl. G

Bg.

Page 195
day night



Dialog:

Action:

Timing:



- MM PUTS
ON HELMET
SIDWAYS.

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ADVENTURE TIME

Sc. 170

Pnl. A

Bg.

day night

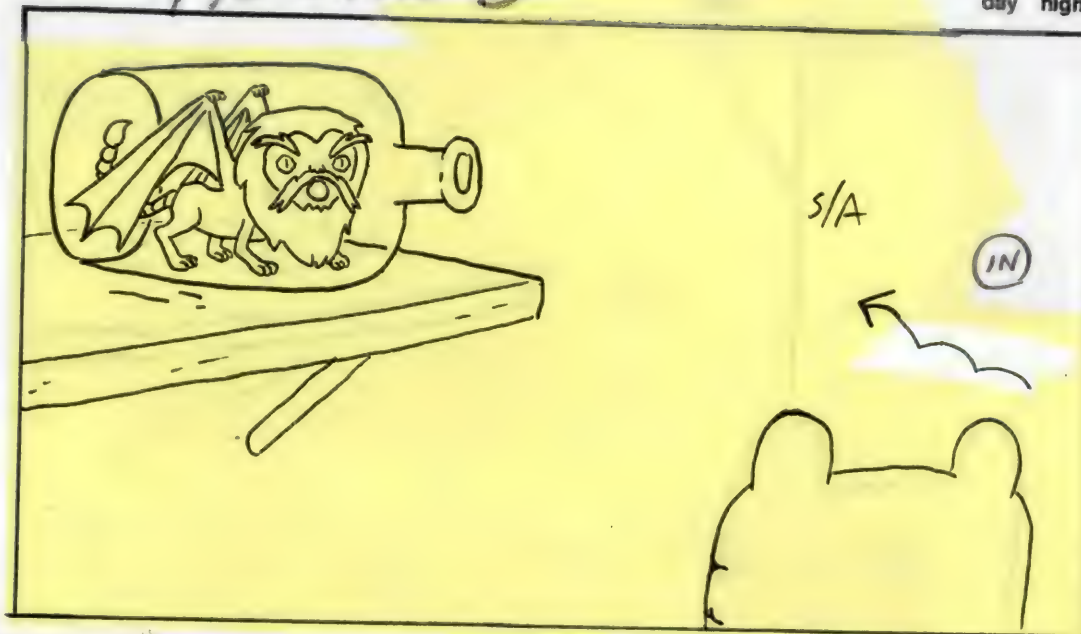


Sc. 170

Pnl. B

Page 196

day night



Dialog:

Sfx:

Action:

Stomp stomp p
Stomp

TM/ Finn, is that ya?

-BREAD FINN WALKS ON/S.

Timing:

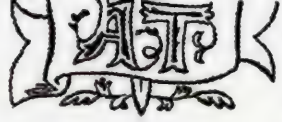
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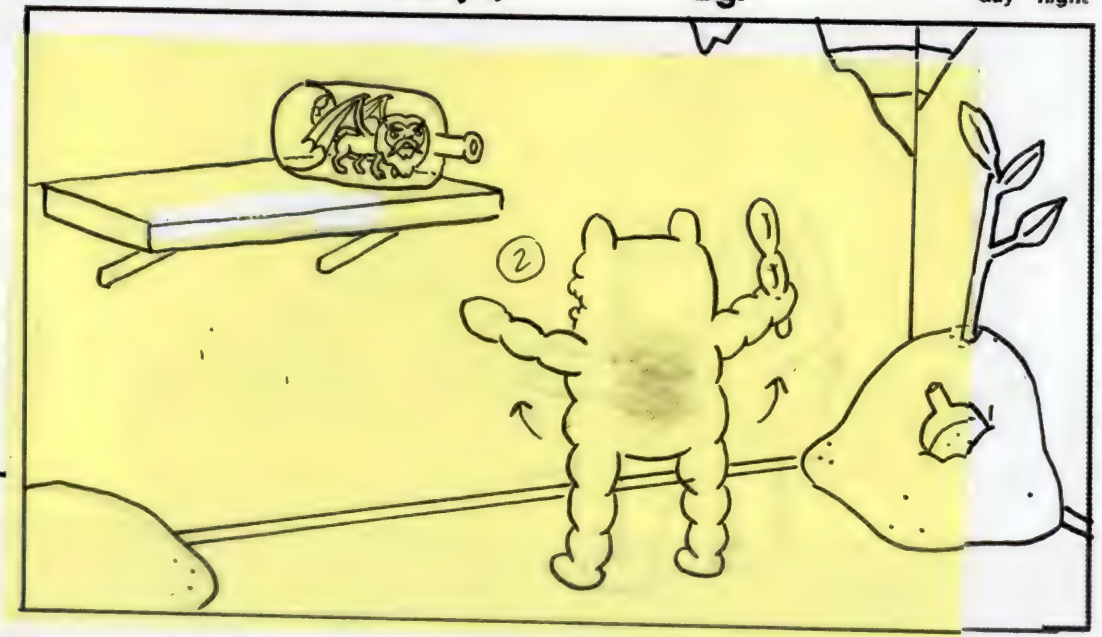
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night Page 197



re field

Dialog:

M/ ^(9/5) and Jake?

Action:

- C/U of SOUP-SOAKED FINN.

Timing:

F/ my muh mu
mimuh mimuh
(Fly me to wizard city)



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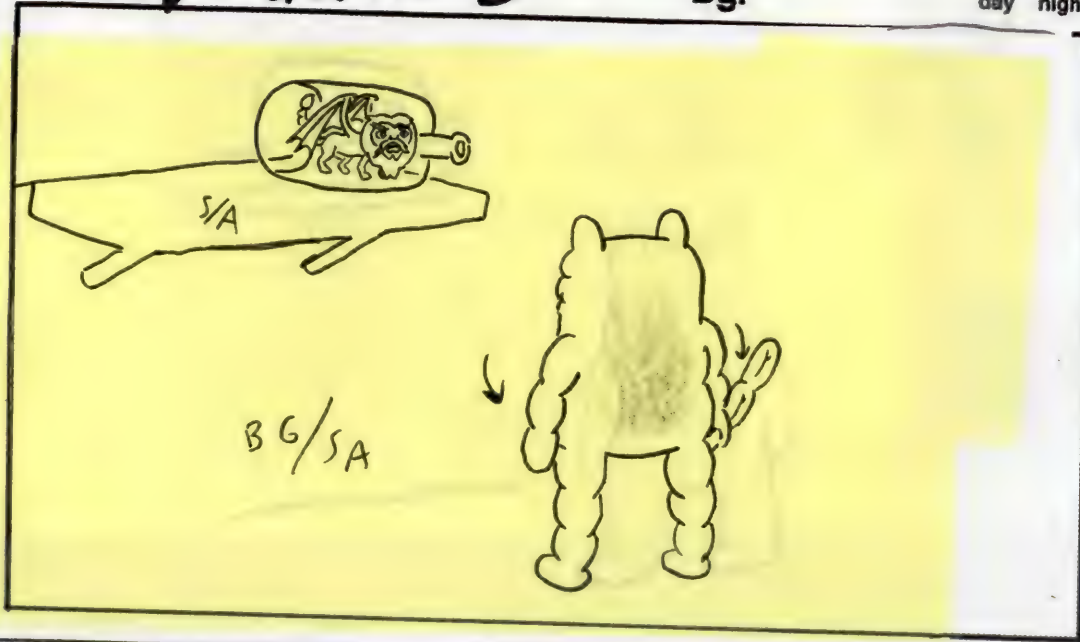
ADVENTURE TIME



Sc. 172 cont Pnl. B

Bg.

day night



Sc. 173

Pnl. A

Bg.

Page 198

day night



Dialog:

TM/ Fly you to wizard city?

Action:

TM/ I... I cant!

Timing:

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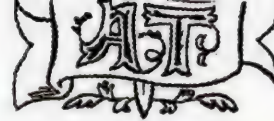
Production:

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ADVENTURE TIME



Sc.

174

Pnl.

A

Bg.

day night



Sc.

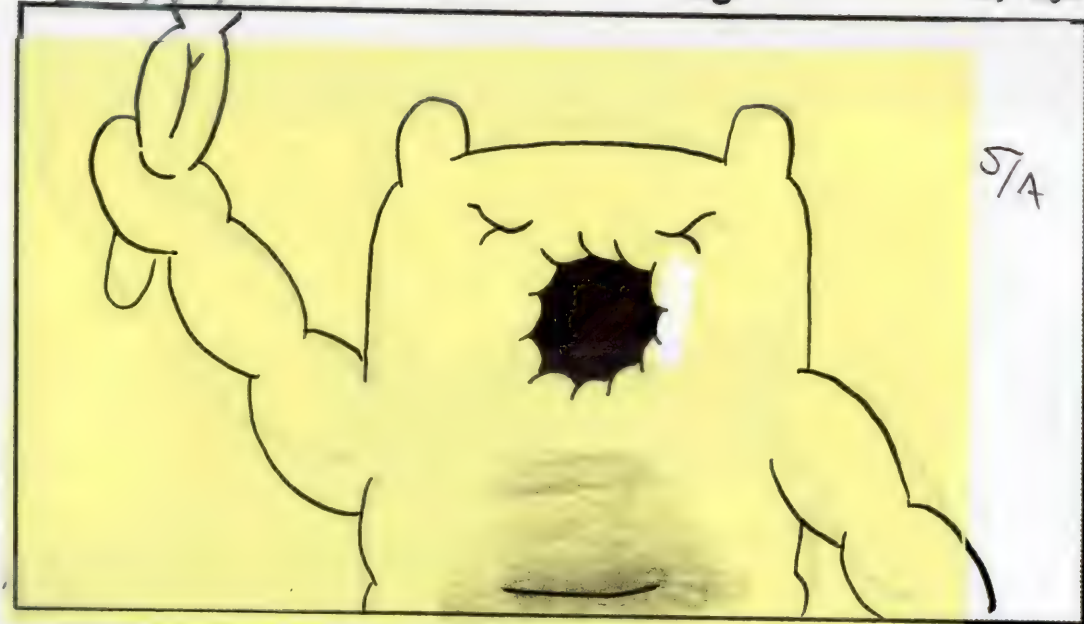
174 cont

Pnl.

B

Bg.

day night



5/4

Dialog:

F/meh moo mam!

Action:

(yes you can)

Timing:

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Production:

ADVENTURE TIME

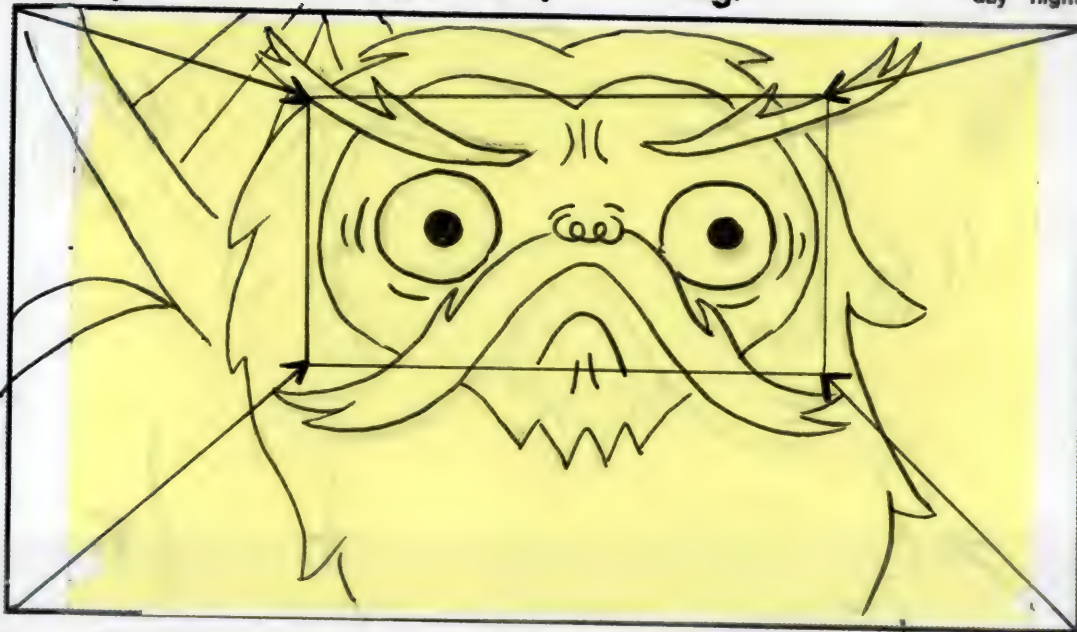


Sc. **175**

Pnl. **A**

Bg.

day night

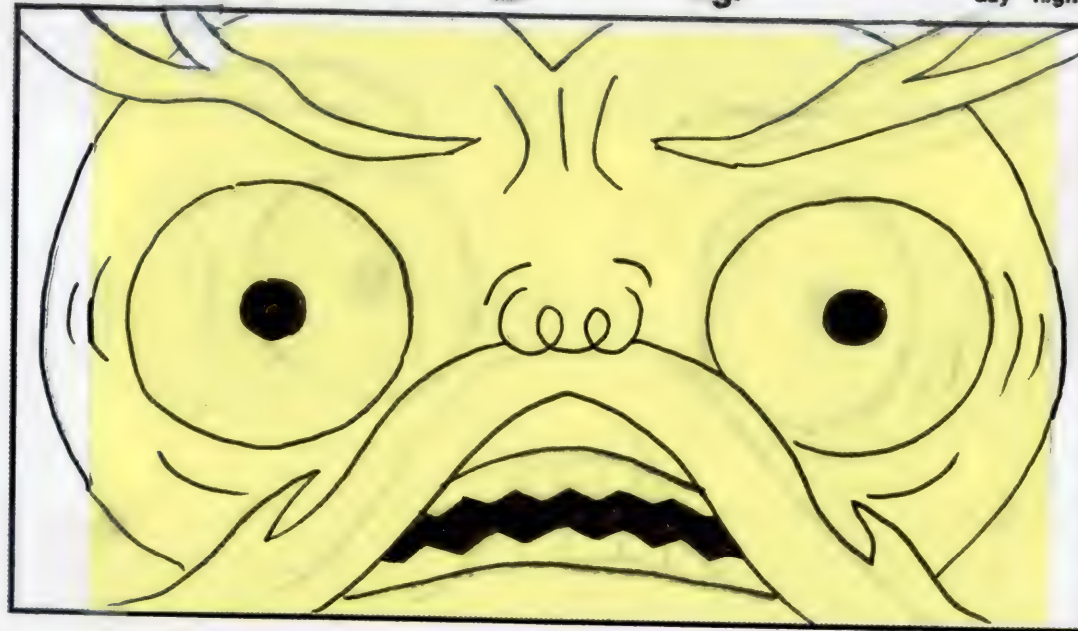


Sc. **175 cont**

Pnl. **B**

Bg.

Page **200**
day night



Dialog:

F / m / me / uh
m / im / ph !

Action:

(don't be a wimp)
TRUCK IN

T / M / Ah -

(end truck in

Timing:

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Production:

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ADVENTURE TIME



Sc. 176

Pnl. A

Ba.

day night

Sc. 176

cont Pnl. B

Bq.

Page

201

day night



Dialog:

TM/ HAA!!!

Action:

- TM FLYING THROUGH SKY
CARRYING BREAD FINN.

Timing:

- CYCLE (A), (B), (A), (B), etc.

- SLIGHT SWAYING OF BREAD FINN
IN THE WIND.

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ADVENTURE TIME

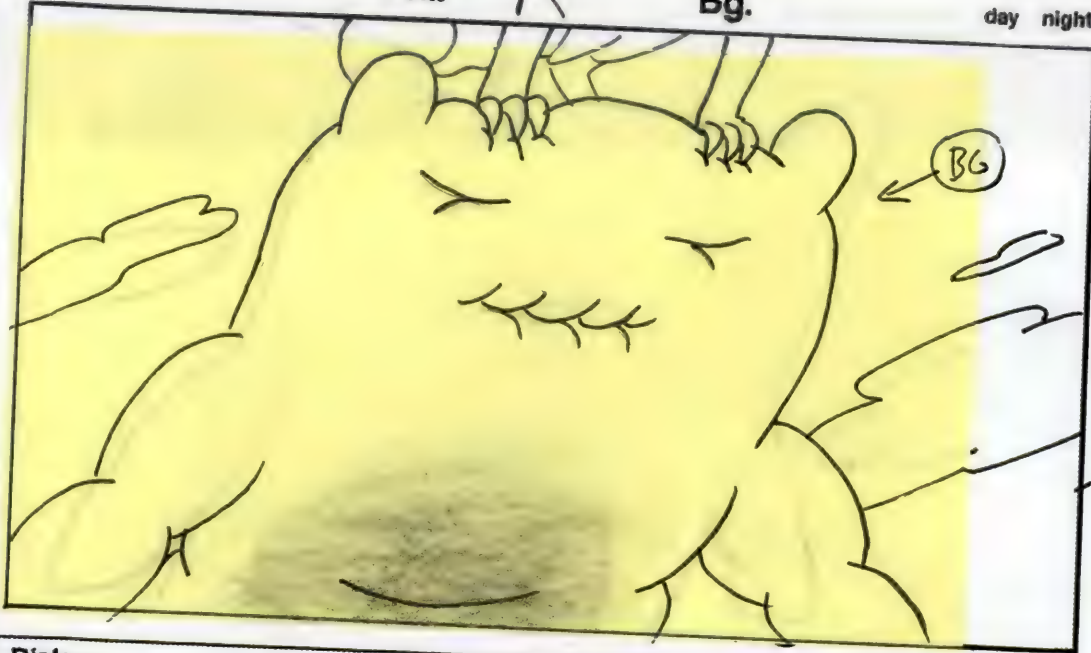


Sc. 177

Pnl. A

Bg.

day night

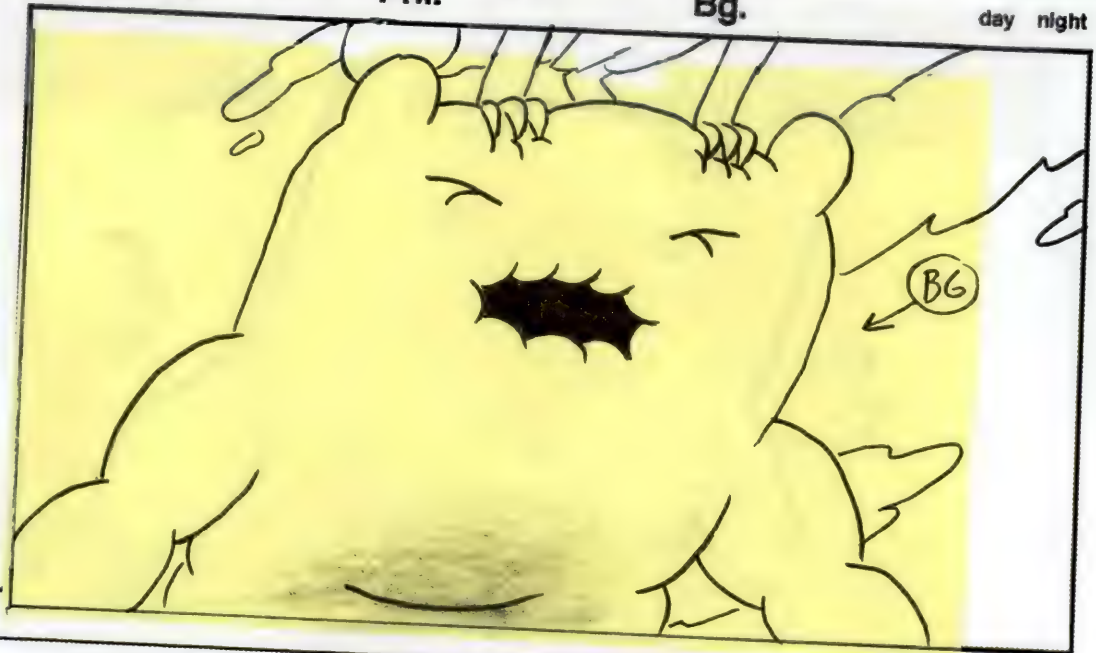


Sc. 177 CONT Pnl. B

Pa 202

Bg.

day night



Dialog:

(9/5)
TM/- find my covrage!

Action:

F/ mih muh mim mo
muh hoe hime

Timing:

(it was in you the whole time)

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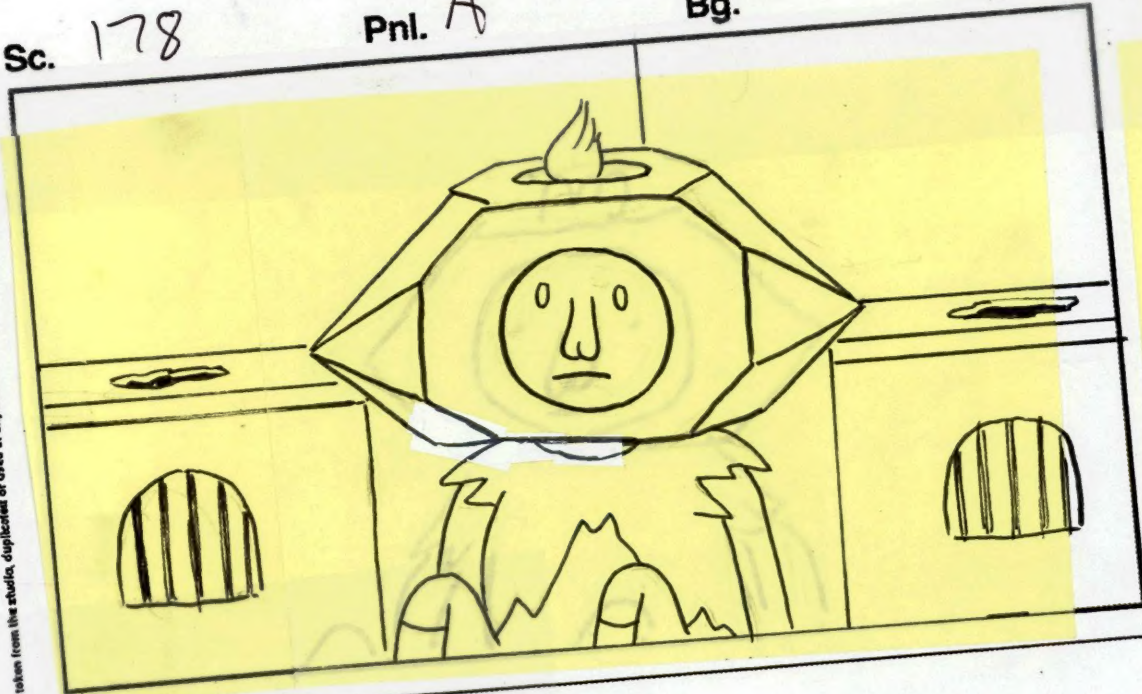
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Sc. 178

Pnl. A

Bg.

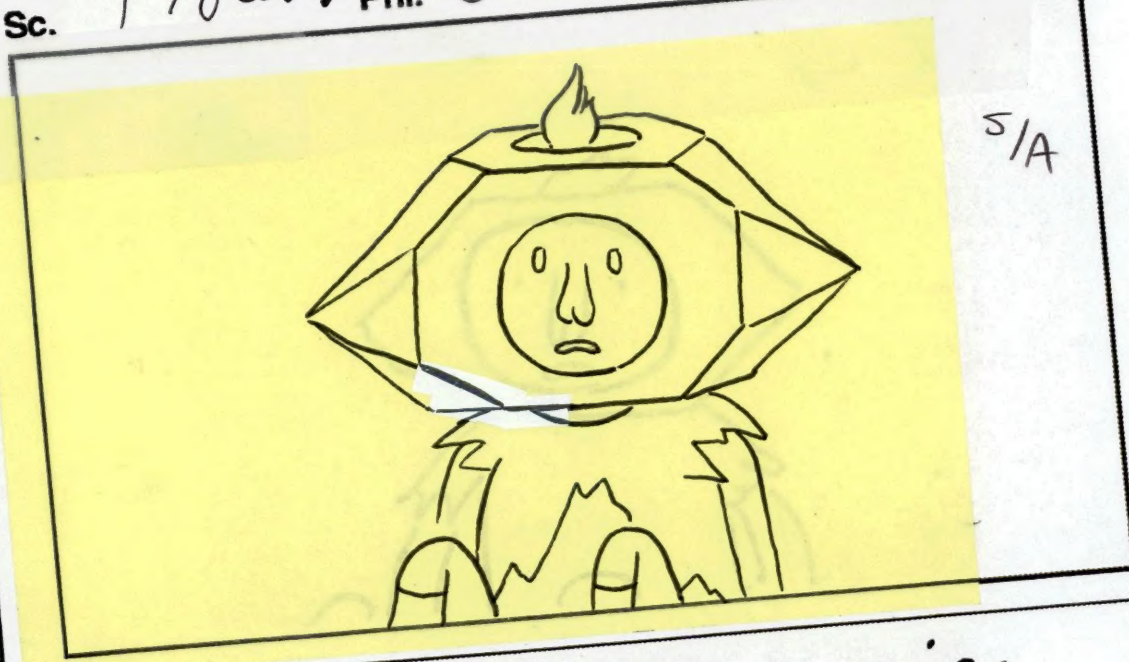


Sc.

178 cont

Pnl. B

Bg.



S/A

Dialog:

...

Action:

Timing:

MM / What do normies
do... get
smoothies or
something?

SEP 18 2014

END

EPISODE #

Production:

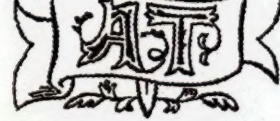
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ADVENTURE TIME



Sc. 176

Pnl. A

Ba.

day night



Sc. 176 *cont* Pnl. B

Bg.

Page 201
day night



Dialog:

TM/ HAA!!!

Action:

- TM FLYING THROUGH SKY
CARRYING BREAD FINN.

Timing:

- CYCLE (A), (B), (A), (B), etc.

- SLIGHT SWAYING OF BREAD FINN
IN THE WIND.

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EPISODE #

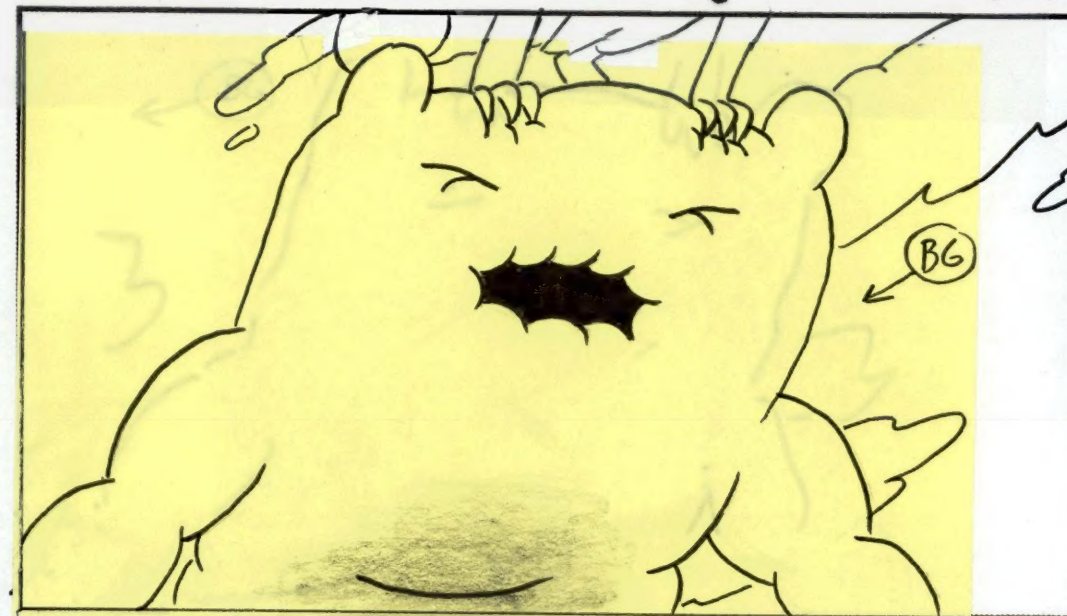
Production:

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1025/197

day night



(9/5)

(it was in you the whole time)

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Production:

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ADVENTURE TIME



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Sc. 178

Pnl. A

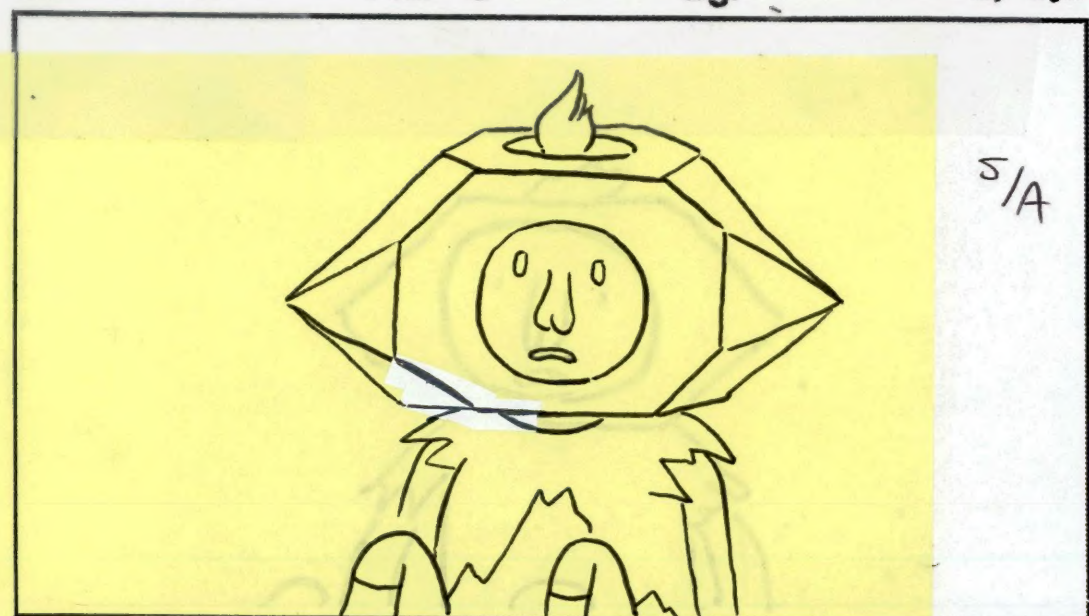
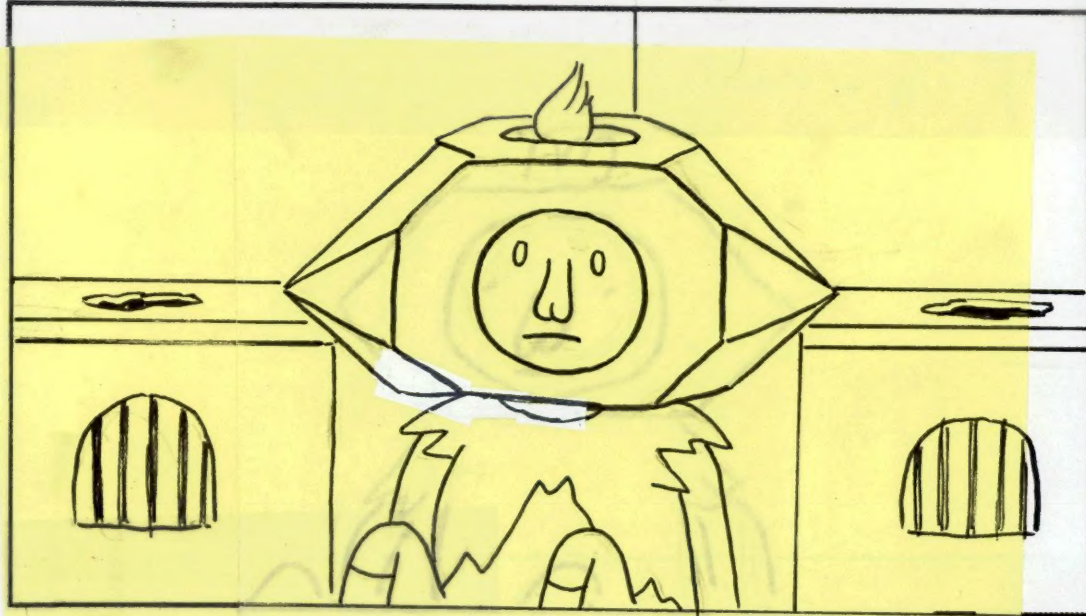
Bg.

day night

Sc. 178 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

MM / What do normies
do... get
smoothies or
something?

SEP 18 2014

END

EPISODE #

Production:

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